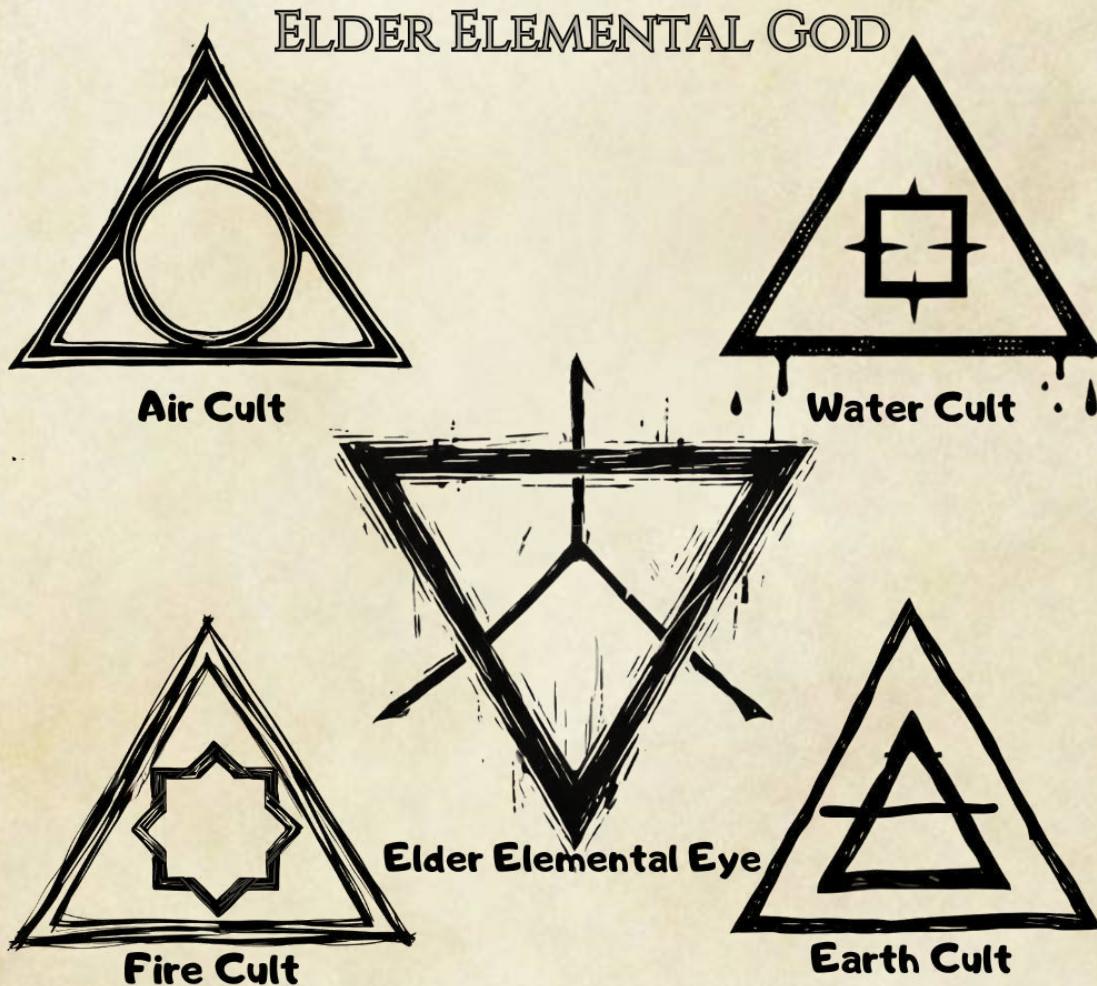




TOEE: LEADERSHIP

ORGANIZATION, QUESTS & LOGISTICS

3ORCS DM SUPPLEMENT



THE TEMPLE OF ELEMENTAL EVIL

3ORCS VILLAGE SERIES

TOEE: LEADERSHIP ORGANIZATION AND LOGISTICS CREDITS

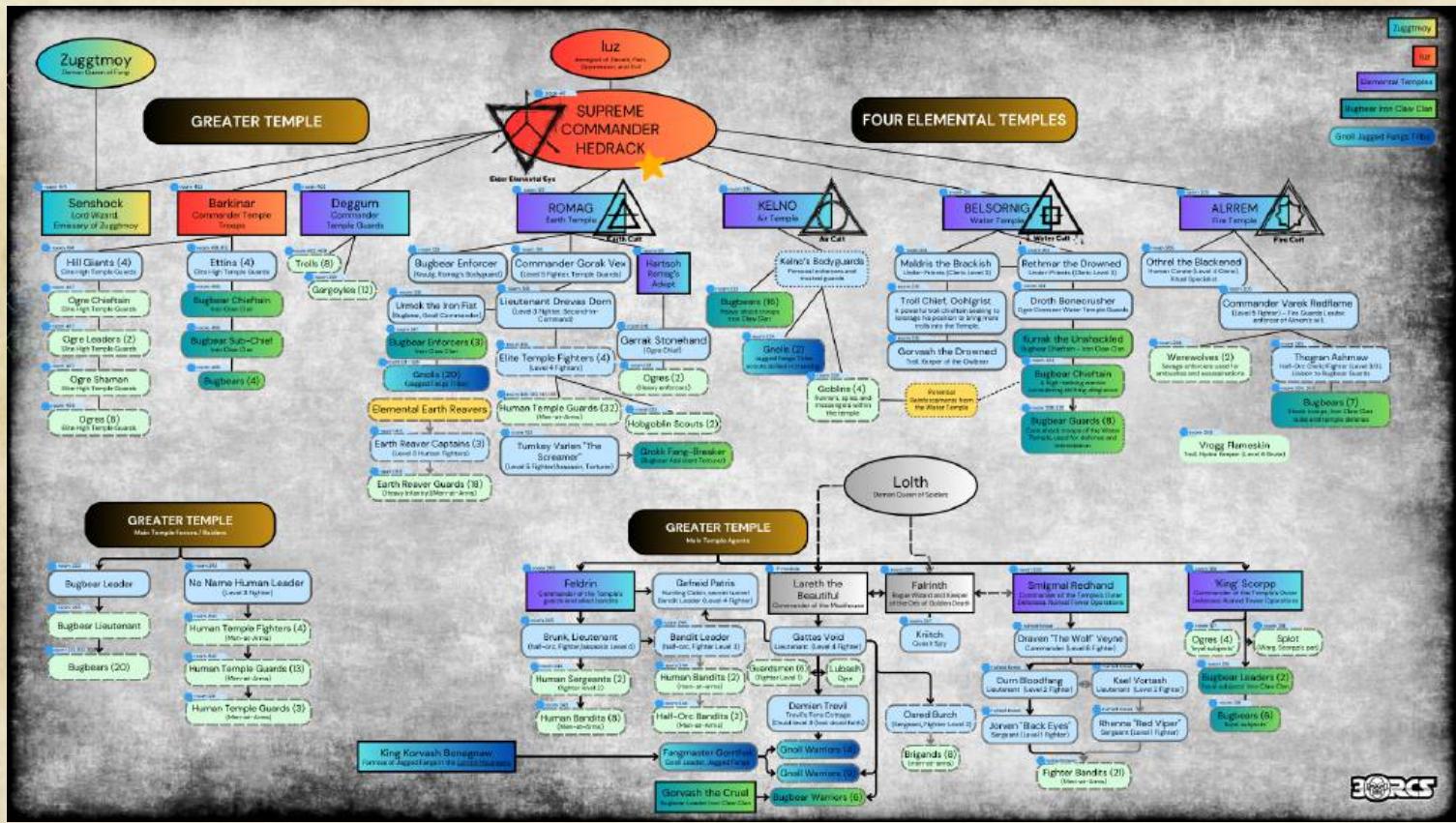
Based on the original 'The Temple of Elemental Evil' by Gary Gygax and Frank Mentzer

This module expands the temple leadership of the T1-4 Temple of Elemental Evil module, inspired by decades of Dungeons & Dragons lore and the collective creativity of the community. Honoring the works of E. Gary Gygax, Roger E. Moore, and Carl Sargent, it integrates original reworkings with influences from AD&D, 2E, 3E/3.5, and beyond

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A GUIDE FOR DUNGEON MASTERS

FOR OVER 40 YEARS, GARY GYGAX'S LEGENDARY adventure, The Temple of Elemental Evil, has stood as one of the greatest and most challenging dungeon crawls in Dungeons & Dragons history. However, the internal politics, recruitment logistics, and factional warfare within the Temple are complex.

This supplemental module is designed for Dungeon Masters who wish to run T1-4 for the first time or return to it after decades, armed with a clear and organized structure of the Temple's leadership and forces.

WHAT THIS MODULE PROVIDES

- Leadership Organizational Chart:** A breakdown of who commands which forces within the Temple, emphasizing deployable assets for missions, raids, and counterattacks.
- Factional Conflicts & Politics:** An analysis of the rivalries and hidden agendas within the Temple's power structure.
- Recruitment & Logistics:** A detailed overview of how the Temple replenishes its ranks and maintains control over its forces.
- Dynamic Response Tactics:** How the Temple reacts to player actions outside its walls.

WHY THIS MATTERS FOR DUNGEON MASTERS

- Tactical Depth:** Know who commands what forces and how they react to intrusions.
- Factional Warfare:** Understand the internal rivalries how they impact power struggles within the Temple.
- Dynamic Responses:** Plan intelligent counterattacks, reinforcements, and strategic operations in response to the players.
- Intentional Omission:** Static monsters (e.g., dungeon-bound creatures, traps, magical guardians) are excluded to focus only on forces that can react.
- DM Tactical Planning:** No matter what the adventurers do in the campaign, the DM needs to know which leaders within the Temple will react and which forces they will commit. Whether the players:

- Raid an outpost or allied bandit camp
- Cause trouble in Nulb
- Escape the Temple's forces

The leaders of the Temple will not sit idly by. They will send raiding parties, assassins, and strike teams to hunt the adventurers down along merchant roads or in nearby towns to ensure that the Temple's operations remain undisrupted.

"THE FUNGAL QUEEN DREAMS OF HER FREEDOM, BUT SHE forgets one truth: even a queen must bow before the Eye." - Hedrack, the Mouth of Iuz



HISTORY OF THE TEMPLE OF ELEMENTAL EVIL

The Temple of Elemental Evil has undergone major transformations, both in-game and behind the scenes. Drawing upon discussions with Gary Gygax and 15 years of investigative blogs by Joseph Bloch (Greyhawk Grognard), we present a revised history that accounts for new content and expansions added over the years.

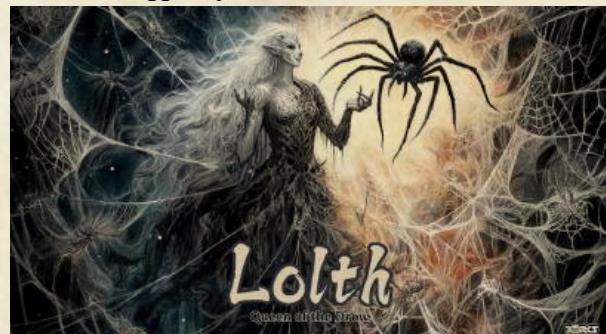
THE TRUE ORIGINS OF THE TEMPLE

- Originally, the Temple was not just Zuggtmoy's stronghold—it was built upon an ancient sanctum dedicated to the Elder Elemental God (EEG).
- The Cult of the Elder Elemental God still exists within the Temple's walls, though its members are often unaware that they are being deceived by Zuggtmoy.
- The Temple's second rising would not have occurred without Iuz and Zuggtmoy's alliance, which used the illusion of elemental worship to rebuild its power.

LOST LEVELS & EXPANSIONS

- The Hidden 5th Level: "Beneath the Temple of Elemental Evil"
- Deep below the Temple lies a long-forgotten level, home to the Elder Elemental God's true essence.
- The Cult of the Elder Elemental God seeks to unleash this being, unaware that their power is actually being granted by Zuggtmoy instead.
- This was an abandoned design idea revived in the fan module "T5: Beneath the Temple of Elemental Evil". Q2: Web of Souls

Introduces Lolth's deeper involvement, as her drow agents seek to corrupt or control the Temple for her own ends. Lareth the Beautiful's hidden agenda is revealed, showing his true allegiance to Lolth rather than Iuz or Zuggtmoy.



CULT OF THE ELDER ELEMENTAL GOD

Organization & Role in the Temple

The Cult of the Elder Elemental God (EEG) is a shadowy and fractured organization that thrives on chaos, destruction, and forbidden knowledge. The Cult of the Elder Elemental God (EEG) is a twisted and secretive sect devoted to **Rentaq, the Elder Elemental God**, an ancient and malevolent entity that predates the ordered cosmos. Though the cult has existed in various forms for millennia, it has found its strongest foothold within the **Temple of Elemental Evil**, where its doctrines have corrupted countless followers. Despite their **apparent allegiance to the Temple**, most of the cultists **do not realize they are being deceived**. They believe they are worshiping Rentaq, but their prayers are secretly answered by **Zuggtmoy, Demon Queen of Fungi**, who masquerades as the EEG and grants them divine magic.

THE TRUE IDENTITY OF RENTAQ

- The Elder Elemental God, called Vilp-akf 'cho Rentaq, chaotic entropy and elemental power.
- It was banished and shattered by Beory, the Oerth Mother, who transformed it into a column of stone, then shattered it into countless fragments, scattering its essence across the world.
- These shards of Rentaq act as conduits of power, influencing mortals and attracting cultists who believe they can restore their god to full strength.

THE ELDER ELEMENTAL EYES

- The Elder Elemental Eyes are artifacts of immense power, fragments of Rentaq's shattered soul.
- These relics were first wielded by Rentaq's ancient prophet Rentaq the Seer that coined the name.
- Cult leaders seek these artifacts, the key to Rentaq's resurrection and dominion over the elements.

THE FIRST RISING (546–569 CY)

The Cult of the EEG played a crucial role in the founding of the Temple of Elemental Evil, using its elemental doctrine to recruit zealots. Zuggtmoy and Iuz manipulated the cult, directing its efforts toward their own goals. During the Battle of Emridy Meadows, the cult was driven underground, but many survived in secrecy, awaiting the Temple's second rising.

THE SECOND RISING (574–PRESENT, 579 CY)

With the Temple rebuilt, the Cult of the EEG has resurfaced, continuing its deception and recruitment efforts. Many of the Elemental Temple leaders are unknowingly serving Zuggtmoy, believing they are empowering the Elder Elemental God. The cult's new objective is to unearth the lost Elder Elemental Eyes and activate the ancient Nexus beneath the Temple, hoping to reconnect with their imprisoned god.

CULT'S INFLUENCE ON THE TEMPLE

THE ELEMENTAL SECTS

- The four Elemental Factions (Earth, Air, Fire, and Water) are rooted in the beliefs of the EEG, though each is deceived by Zuggtmoy.
- Romag (Earth Temple) and Belsornig (Water Temple) have strongest ties to the cult's doctrine.
- The Elemental Nodes within the Temple serve as power nexuses for the Elder Elemental God's lingering influence.

ZUGGTMOY'S GRAND DECEPTION

- Zuggtmoy has completely usurped the cult's worship, feeding off its energies while granting spells in the EEG's name.
- The most devout cultists are still unaware, blindly serving a false god while believing they are working toward Elder the Elemental God's return.
- Only a few high-ranking priests within the cult suspect the truth, but even they are unsure how much of their power still stems from the EEG itself.

IUZ'S INTERFERENCE

- Iuz, a rival demigod, uses the cult for his own ends, directing its resources and manpower into furthering his conquest of the Flanaess.
- Hedrack, Supreme Commander of the Temple, enforces Iuz's will, ensuring that cultists remain loyal to him above all else.
- The cult is fractured, with many followers torn between loyalty to Iuz, devotion to Zuggtmoy, and faith in the Elder Elemental God.

CULT GOALS AND MOTIVATIONS

Short-Term Goals (579 CY)

- **Locate the Elder Elemental Shards:** The cult believes these artifacts will allow them to restore a portion of Rentaq's power.
- **Expand Control Over the Elemental Nodes:** They seek to dominate the Nodes beneath the Temple, using them to channel the Elder Elemental God's influence into Oerth.
- **Destroy Opposing Factions:** The cult sees Lolth, Iuz, and even Zuggtmoy as obstacles to their true god's return and works in secret to undermine them.

Long-Term Goals

- **Free Rentaq from Imprisonment:** By gathering the shattered essence of the Elder Elemental God, they hope to fully resurrect him.
- **Trigger the Elemental Apocalypse:** The cult preaches that the world must be consumed by elemental chaos, wiping out civilization and returning the world to its primal state.
- **Establish a Theocratic Rule:** The most deluded cultists believe they will rule as the chosen priests of Rentaq, presiding over a world reborn in elemental destruction.

LEADERSHIP OF THE TEMPLE OF ELEMENTAL EVIL

THE TEMPLE OF ELEMENTAL EVIL IS A FESTERING hive of intrigue and power struggles, where competing factions vie for control under the ever-looming influence of dark forces. At the heart of this sinister organization are powerful leaders driven by ambition, each serving their own goals while paying lip service to the greater cause. The Temple's leadership structure is a complex web of deception, ambition, and dark faith, with loyalties divided between Zuggtmoy, the Demon Queen of Fungi; Iuz, the Old One; and even the distant machinations of Lolth, the Spider Queen.

GOALS AND MOTIVATIONS

The Sinister Hierarchy of Chaos and Deception

- **Primary Objective:** Restore the Temple to its former power, unleash elemental chaos upon the Flanaess.
- **Iuz's Agenda:** Expand his influence into Furyondy and Veluna, using the Temple as a foothold.
- **Zuggtmoy's Influence:** Seek her release from imprisonment while maintaining control over the elemental factions.
- **Lolth's Intrigue:** Infiltrate and ultimately subvert the Temple for her own purposes.
- **Internal Struggles:** Each faction seeks to gain dominance over the others for the Elemental Eye.

THE GREATER TEMPLE LEADERSHIP

The supreme command of the Temple rests in the hands of a few individuals who manipulate the lesser elemental factions to maintain their rule. While the elemental cults remain devoted to the Cult of the Elder Elemental God, only a select few within the Greater Temple are privy to the truth: the Temple ultimately serves Zuggtmoy, the Demon Queen of Fungi. These high-ranking individuals—Hedrack, Barkinar, Senshock, and Commander Deggum—orchestrate the cults' efforts without revealing Zuggtmoy's influence.

HEDRACK, SUPREME COMMANDER, MOUTH OF IUZ [CLICK HERE](#)

- **Role:** Absolute ruler of the Temple under Iuz's orders.
- **Goals:** Ensure Iuz's influence grows while balancing Zuggtmoy's presence.
- **Personality:** Ruthless, manipulative, and fanatically devoted to Iuz.
- **Rivals:** Senshock seeks to undermine him; Barkinar positions himself as his successor.



BARKINAR, COMMANDER, GREATER TEMPLE [CLICK HERE](#)

- **Role:** Military leader and Hedrack's heir apparent.
- **Goals:** Position himself as the Temple's next supreme commander.
- **Personality:** Calculating, disciplined, and ambitious.
- **Relationships:** Works with Deggum to secure the Temple but keeps a close eye on his rivals.

SENSHOCK, LORD WIZARD [CLICK HERE](#)

- **Role:** Arcane adviser and intelligence overseer.
- **Goals:** Seize power from Hedrack and reshape the Temple to his vision.
- **Personality:** Cunning, manipulative, and power-hungry.
- **Relationships:** Feigns loyalty to Hedrack while working with Falrinth in secret.

DEGGUM, MASTER OF SECURITY [CLICK HERE](#)

- **Role:** Head of security and counterintelligence.
- **Goals:** Maintain order and root out threats within and outside the Temple.
- **Personality:** Paranoid, sadistic, and calculating.
- **Relationships:** Works with Barkinar, distrusts Senshock and Smigmal.

FELDRIN, COMMANDER GUARDS AND SUPPLY CHAINS [CLICK HERE](#)

- **Role:** Oversees internal security, supply chain logistics, and allied bandit operations.
- **Goals:** Ensure the smooth flow of resources, captives, and stolen goods to the Greater Temple while maintaining his own position of influence.
- **Personality:** Calculating, ambitious, and ruthless.
- **Rivals:** Distrusts Senshock, sees Barkinar as a political threat, and watches Hedrack closely for signs of weakness.

FALRINTH, KEEPER OF THE ORB OF GOLDEN DEATH [CLICK HERE](#)

- **Role:** Scholar of forbidden lore and artifact guardian.
- **Goals:** Unlock the Orb's secrets and serve his drow patrons.
- **Personality:** Paranoid, obsessive, and secretive.
- **Relationships:** Romantically linked to Smigmal Redhand, but secretly pursues his own agenda.

SMIGMAL REDHAND, COMMANDER OF THE OUTER DEFENSES [CLICK HERE](#)

- **Role:** Assassin and defender of the Temple's surface operations.
- **Goals:** Protect the Temple while expanding her influence through espionage.
- **Personality:** Ruthless, manipulative, and paranoid.
- **Relationships:** Loyal to Falrinth but wary of Hedrack and Senshock.

THE FOUR ELEMENTAL TEMPLES

The Cult of the Elder Elemental God—Earth, Air, Fire, and Water—each operate semi-independently under the Greater Temple's rule, commanded by high priests who are constantly at odds with one another. Each seeks dominance over the others while advancing their patron elemental power. The four lesser elemental temples—Earth, Air, Fire, and Water—are devoted to the Elder Elemental God, believing their power stems from its boundless elemental chaos. Each faction believes their element is supreme, their rituals, they will eventually awaken (EEG) to reshape the world in their image.

THE BLACK EARTH (EARTH TEMPLE)

- **Romag (Earth Temple):** [Click here](#) A calculating and methodical leader, Romag believes that stability and secrecy are paramount. He maintains a strong presence in Nulb through intermediaries and spies but views the growing influence of the Water Temple as a threat.
- **Belief:** The Elder Elemental God is the foundation of existence, and through destruction and decay, new empires will rise from the rubble.
- **Goal:** Seek to weaken the lands of Veluna and Furyondy by disrupting their agriculture, causing earthquakes, and toppling strongholds.
- **Relationships:** Feuds with Belsornig and Alrrem while secretly seeking Hedrack's favor.

THE HOWLING HATRED (AIR TEMPLE)

- **Kelno (Air Temple):** [Click here](#) Arrogant and fanatical, Kelno sees himself as the true voice of Elemental Evil. He actively undermines the Fire and Water temples through sabotage and intrigue but struggles with diminishing influence.
- **Belief:** The Elder Elemental God manifests as an invisible storm, bringing whispers of chaos and the power to sweep away civilization.
- **Goal:** Focuses on controlling the skies, manipulating weather, and summoning devastating winds to erode their enemies' morale.
- **Relationships:** Distrusts Belsornig, fears Alrrem, and seeks Romag's alliance.

THE ETERNAL FLAME (FIRE TEMPLE)

- **Alrrem (Fire Temple):** [Click here](#) Aggressive and ambitious, Alrrem has forged alliances with powerful creatures such as fire giants and seeks to spread destruction beyond the temple's borders.
- **Belief:** The Elder Elemental God is fire incarnate, consuming all in its path and purging the weak.
- **Goal:** Spreading destruction through arson, terror tactics, and fire-wielding warriors. They seek to burn away the old world to make way for the new.
- **Relationships:** Holds deep grudges against Romag and Kelno, seeks Belsornig's destruction.

THE CRUSHING WAVE (WATER TEMPLE)

- **Belsornig (Water Temple):** [Click here](#) The most cunning of the four, Belsornig operates with an extensive spy network in Nulb and beyond. His long-term goal is to become the dominant force in the temple, even if it means betraying the Elder Elemental God.
- **Belief:** The Elder Elemental God resides deep within the endless seas, waiting to drown the world in an eternal deluge.
- **Goal:** Flood the lands, sabotage trade routes, and infiltrate coastal cities with spies and saboteurs.
- **Relationships:** Seeks to manipulate Kelno and eliminate Alrrem, while keeping Romag at bay.

IUZ'S INFLUENCE

Iuz, the demigod of deceit and domination, views the Temple of Elemental Evil as a tool in his larger scheme for conquest. While the Temple's clergy believe they serve the Elder Elemental God, it is Zuggtmoy, the Demon Queen of Fungi, who secretly grants their spells. Iuz seeks to control Zuggtmoy's power while using the Temple as a staging ground for war against Furyondy, Veluna, and Verbobonc.

- **Hedrack's Role:** Hedrack, as Supreme Commander of the Greater Temple, serves as Iuz's puppet, ensuring that the elemental cults remain under control while secretly working to free Zuggtmoy from her prison.
- **Political Struggles:** Many clerics and warlords within the Temple resent Iuz's growing power, remaining loyal to the Elder Elemental God (or what they believe to be the Elder Elemental God). This creates internal tensions that Hedrack must navigate carefully.
- **Strategic Goal:** Establish a portal between the elemental nodes and his capital city, Dorakaa to transport Iuz's armies into the heart of the Flanaess.

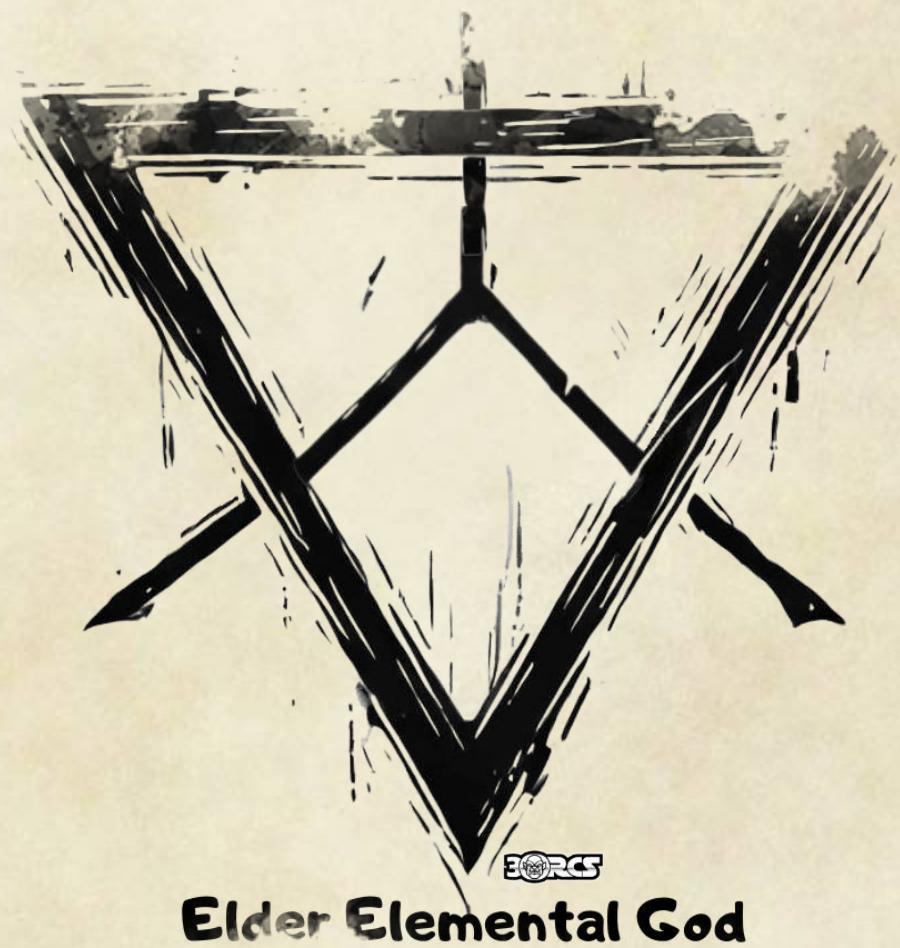
LOLTH'S INFILTRATION

While Iuz manipulates the Temple from above, Lolth, the Demon Queen of Spiders, weaves her own covert network within its ranks. The Temple was built upon an ancient site sacred to the Elder Elemental God, and Lolth seeks to ensure that no true resurgence of the Temple occurs. She possesses the key to the Elder Elemental God's prison, making her a critical force in determining its fate. Lolth's methods differ from Iuz's; where he commands through fear and domination, she operates through subterfuge, deception, and betrayal.

- **Lareth the Beautiful:** A charismatic recruiter working under Lolth's direct orders.
- **Falrinth:** A wizard serving Lolth while feigning loyalty to Hedrack.
- **Tactics:** Spreading misinformation, undermining Iuz's influence, and encouraging factionalism.

THE GREATER TEMPLE

ELEMENTAL LEADERS



THE GREATER TEMPLE

THE GREATER TEMPLE OF THE ELDER ELEMENTAL GOD SERVES AS THE CENTRAL HUB OF POWER WITHIN THE TEMPLE OF Elemental Evil. While the lesser Elemental Temples of Earth, Air, Fire, and Water war among themselves, the Greater Temple manipulates these factions from above, ensuring they serve a greater, hidden purpose. While the elemental cultists believe they are working to awaken their patron force, the Elder Elemental God, only the highest members of the Greater Temple's hierarchy know the truth: the temple ultimately serves Zuggtmoy, the Demon Queen of Fungi. However, even that truth is obfuscated by the dark influence of Iuz, the Old One, who uses the temple as a tool for his own grand ambitions. The leadership of the Greater Temple is a precarious web of shifting alliances, manipulation, and dark devotion. The highest-ranking members seek to maintain control over the elemental cults while ensuring their own ambition.

HEDRACK – SUPREME COMMANDER

Hedrack is the ruthless and calculating high priest of the Greater Temple, personally appointed by Iuz to oversee the operations of the Temple of Elemental Evil. He is a master of political maneuvering and religious fanaticism, ensuring that the various elemental cults remain loyal to the cause while keeping Zuggtmoy's lingering influence in check. Hedrack believes that through the Temple's success, he will earn even greater power under Iuz's dark dominion.

- **Personality:** Charismatic, authoritarian, and utterly devoted to Iuz
- **Goals:** Ensure the Temple's resurgence, maintain order of elemental factions, increase Iuz's influence
- **Strengths:** Powerful cleric, master manipulator, feared by allies and enemies alike
- **Weaknesses:** Underestimates rivals, views non-Iuzian cultists as expendable
- **Rivals:** Senshock seeks to undermine him; Barkinar positions himself as his successor.



"Power isn't inherited—it's carved from the bones of those too weak to hold it. I intend to leave no scraps." - Hedrack, Mouth of Iuz

HEDRACK, SUPREME COMMANDER OF THE TEMPLE

Medium humanoid (human), Cleric level 9, chaotic evil

Armor Class 26 (+3 plate, +3 shield)

Hit Points 67 (9d8 + 27)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	16 (+3)	10 (+0)	18 (+4)	16 (+3)

Condition Immunities Paralyzed, Restrained (ring of free action)

Saving Throws Wis +7, Cha +6

Skills Perception +7, Religion +3

Damage Resistances Fire, Necrotic

Senses passive Perception 17

Languages Common, Giant

Challenge 6 (2,300 XP)

Equipment.

- +3 Plate Armor, +3 Shield
- Ring of Free Action (prevents paralysis and restraints)
- Mace of Smiting or +2 Warhammer
- Daern's Instant Fortress
- Black Scarab (Temple Artifact)
- Potions: Flying, Polymorph, Superior Healing

Spell Casting. Hedrack is a 9th-level spellcaster (Wisdom-based, spell save DC 15, +7 to hit with spell attacks). Spells prepared:

- Cantrips (at will): Light, Resistance, Sacred Flame, Spare
- 1st level (4 slots): Command, Cure Wounds, Detect Magic, Inflict Wounds, Protection from Evil and Good
- 2nd level (3 slots): Find Traps, Hold Person, Silence
- 3rd level (3 slots): Animate Dead, Bestow Curse, Dispel Magic
- 4th level (3 slots): Divination
- 5th level (1 slot): Dispel Evil and Good

ACTIONS

Mace of Smiting. Melee Weapon Attack: +6 to hit (+8 vs. constructs), reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage (or 8 [1d6 + 5] vs. constructs). Natural 20, additional 7 bludgeoning damage.

+2 Warhammer. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) bludgeoning damage, or 9 (1d10 + 4) if wielded with two hands.

"Earth crumbles, fire fades, water dries, and air scatters. Only chaos is eternal, and only I wield the reins of that chaos."

Hedrack is the most formidable antagonist in the Temple of Elemental Evil, second only to Zuggtmoy herself. As the Supreme Commander and Mighty Priest of Iuz, Hedrack wields immense power, both magical and political, commanding fear and loyalty in equal measure. His dark influence extends across the Temple's factions, uniting its chaotic elements under a singular, terrifying vision.

APPEARANCE AND PRESENCE

Hedrack exudes an aura of command and dread. He dresses in luxurious robes of black and crimson silk, adorned with intricate silver embroidery and dark gemstones that shimmer with unholy light. His every move is calculated, his dark eyes capable of unnerving even the most stalwart warriors.

- Physical Description:** A tall, imposing figure of Oeridian/Flan mix with sharp features and a commanding presence.
- Unholy Regalia:** Bejeweled silks, dark gemstones, and symbols of Iuz and the Elder Elemental Eye.
- Aura of Power:** His mere gaze is enough to make even powerful creatures hesitate.

AGENT OF IUZ, THE ELDER ELEMENTAL EYE

Hedrack's dual allegiance creates a precarious balance of loyalties that fuels intrigue and distrust within the temple.

- Iuz's Emissary:** Sent by Iuz to oversee the Temple, Hedrack is tasked with preparing the cult's forces for conquest and securing Zuggtmoy's debt to the Old One.
- Subverted by the Eye:** Despite his outward allegiance, Hedrack's exposure to the power of the Elder Elemental God has reshaped his ambitions, making him a dangerous wild card.
- Zuggtmoy's Influence:** While he outwardly maintains loyalty to Zuggtmoy, he regards her imprisonment as a convenient tool to keep the temple under his control. To exploit without truly freeing her.

HEDRACK'S RELATIONSHIPS AND ALLIES

Hedrack's command over the Temple's leadership is carefully maintained through a mix of intimidation and strategic alliances. His true concerns lie with those who might challenge his rule or question his motives.

Barkinor Commander of the Greater Temple Troops
Hedrack promoted Barkinor to oversee the temple's growing military forces. He considers Barkinor loyal but keeps him occupied with military concerns to prevent political aspirations. Barkinor remains one of Hedrack's closest confidants, though Hedrack ensures the warrior-priest never gains too much influence.

Deggum Commander of Temple Security

Hedrack serves as a mentor to Deggum, grooming him for leadership roles within the Temple. A trusted lieutenant, Deggum oversees temple security and reports directly to Hedrack. Though Deggum is fiercely loyal, his personal ambition and rumored connections to Lolth make him a potential liability.

Feldrin Bandit Commander and Enforcer

As the Temple's enforcer, Feldrin is valuable for raids and supply operations. However, his mercenary nature means his loyalty is always in question.

Lucius Graeme Courier and Spy Master

Lucius acts as a courier and spy for the Greater Temple, managing communications with agents like Feldrin and Lareth. Hedrack relies on Lucius for intelligence and subterfuge. Lucius's reports often help Hedrack anticipate threats and crush dissent. He is one of the few individuals Hedrack trusts implicitly, but only as long as he remains useful.

Falrinth Wizard, Keeper of the Orb of Golden Death

Though Falrinth reports indirectly through Senshock, Hedrack views the wizard with deep suspicion, aware that his true loyalties may lie elsewhere. Hedrack's distrust of Falrinth stems from the wizard's secretive nature and rumored association with Lolth. Aware of his ties to Lolth and secret ambitions, Hedrack is constantly seeking ways to dispose of him without jeopardizing the temple's arcane resources.

Senshock Lord Wizard of the Greater Temple:

Senshock is one of Hedrack's greatest rivals within the Temple's hierarchy. An aging and sinister wizard, Senshock considers himself the most intelligent figure within the cult and harbors ambitions to supplant Hedrack. Their relationship is marked by grudging cooperation; Hedrack values Senshock's magical expertise but distrusts his growing influence.

Lareth the Beautiful (Moathouse Leader)

Lareth operates outside the Temple but remains a crucial figure in its regional influence. Hedrack sees Lareth as a dangerous figure with too much ambition and suspected loyalty to Lolth. While Hedrack supports Lareth's efforts, he secretly plots to undermine him if he becomes a threat.

Smigmal Redhand, Shadow of the Temple

Smigmal Redhand, a cunning and dangerous half-orc Fighter/Assassin, leads the brigands stationed in the outer ruins of the Temple. While officially subordinate to Hedrack, her true loyalties lie with her lover, Falrinth, and her personal ambitions. She utilizes a hat of disguise to pose as an elf and operates in secrecy, keeping tabs on temple activities and eliminating threats with ruthless precision. Hedrack tolerates her presence due to her usefulness but distrusts her divided loyalties.

SENSHOCK – LORD WIZARD

Senshock is the Temple's most powerful arcane practitioner, a cunning and merciless wizard who sees the Temple as a means to expand his own influence. He outwardly serves Hedrack but secretly views himself as the true power behind the scenes. He ensures that magical defenses are impenetrable and that no rival within the Temple threatens his growing dominion.

- **Position:** Lord Wizard of the Temple of Elemental Evil
- **Personality:** Arrogant, paranoid, and ambitious
- **Goals:** Uncover the true power of the Elder Elemental God and supplant Hedrack
- **Strengths:** Master of arcane defenses, manipulator of rival factions
- **Weaknesses:** Distrusts nearly everyone, including potential allies
- **Allies & Rivals:** Feigns loyalty to Hedrack while secretly working with Falrinth.



THE MASTER OF ARCANE AND DECEPTION

Senshock presents a haunting image of arcane mastery. Clad in flowing black and crimson robes, embroidered with sigils of Zuggtmoy and Iuz, paired with a distinctive scarab pendant marked with the letters "TZGY," which controls the temple's hidden mechanisms. His hair, once dark, is now streaked with silver, and his narrow face holds an expression of perpetual disdain. His piercing eyes gleam with hidden knowledge, and the aura of power surrounding him is palpable. Senshock's staff, topped with a pulsating black crystal, serves both as a symbol of his authority and a conduit for his destructive spells.

SENSHOCK, LORD WIZARD

Medium humanoid (human), Wizard level 9, lawful evil

Armor Class 12 (Bracers of Defense, Ring of Protection) or 14

with Mage Armor

Hit Points 40 (9d8)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	8 (-1)	10 (+0)	18 (+4)	9 (-1)	13 (+1)

Saving Throws Int +7, Wis +2

Skills Arcana +7, Investigation +7

Condition Immunities Fire (via Staff of Fire)

Senses passive Perception 9

Languages Common, Giant, Goblin

Challenge 5 (1,800 XP)

Special Equipment.

- Bracers of Defense (AC bonus while unarmored)
- Ring of Protection (+1 AC and saving throws)
- Ring of Feather Falling (Prevents fall damage)
- Staff of Fire (Grants fire resistance, spellcasting)
- Spell Scroll of Teleport

Spellcasting. Senshock is a 9th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). He has the following wizard spells prepared:

- Cantrips (at will): Fire Bolt, Light, Mage Hand, Shocking Grasp
- 1st level (4 slots): Detect Magic, Mage Armor, Magic Missile, Unseen Servant
- 2nd level (3 slots): Invisibility, See Invisibility, Web
- 3rd level (3 slots): Dispel Magic, Haste, Lightning Bolt
- 4th level (3 slots): Charm Monster, Polymorph (x2)
- 5th level (1 slot): Conjure Elemental, Teleportation Circle

ACTIONS

Staff of Fire. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage if wielded with two hands.

DAILY OPERATIONS AND LEADERSHIP

Senshock's contributions extend beyond the battlefield; his daily routine is filled with a variety of crucial activities aimed at fortifying the temple.

- **Arcane Research:** Dedicates time to developing new spells and magical items to strengthen the temple.
- **Oversight:** Oversees the clerics and ensures coordination between the elemental factions, liaising with Barkinar and Hedrack to maintain discipline.
- **Command Over Giants:** Senshock regularly consults with the temple's monstrous allies, such as giants and trolls, directing keeping them in line through displays of power and intimidation.

HISTORY AND AMBITIONS

Senshock, the Lord Wizard of the Temple of Elemental Evil, is a man of great ambition, dangerous knowledge, and festering resentments. Once an unremarkable figure of Oeridian/Flan mix within the arcane circles of Verbobonc, his thirst for power and recognition drove him into the waiting arms of Zuggtmoy, the Demon Queen of Fungi. From his early days as a potion-seller and trafficker in illicit substances to his current position as a master of the temple's dark sorceries, Senshock's story is one of slow corruption, simmering hatred, and a relentless desire to rise above his station.

Early Life and Arcane Pursuits

Senshock was born and raised in the Verbobonc City, where he studied magic at the H8 Ruins - Elemental School of Magic, a prestigious institution known for its focus on harnessing the primal forces of the elements. During his time there, he developed a keen interest in potion brewing and wand-making, displaying considerable talent in crafting magical items and concoctions. However, despite his technical skill, Senshock never stood out among his peers at the Silver Consortium, Verbobonc's leading arcane guild.

- **Aptitude for Conjuration:** Senshock had a natural talent for summoning and elemental manipulation but lacked the discipline for higher theoretical studies.
- **Social Struggles:** Considered a middling wizard by his peers, Senshock was often mocked for his obsession with obscure topics such as Oeridian military history, forgotten religious sects, and hidden planar lore.
- **A Bruised Ego:** Though outwardly polite, Senshock harbored a deep resentment for his lack of acclaim, leading him to pursue forbidden paths of power.

DEFENSIVE ROLE IN THE GREATER TEMPLE

Senshock, position within the temple is not one of direct confrontation, but rather of strategic oversight and intervention at critical moments. He plays a pivotal role in its defensive operations and long-term strategic planning. His deep understanding of arcane and military tactics makes him indispensable in coordinating the Temple's forces and ensuring its survival.

- **Positioning and Response:** He typically stations himself behind the main altar in area 419A, monitoring events and casting spells to support the temple's defenders from a position of relative safety.
- **Last Resort Tactics:** Senshock only exposes himself in battle when the temple forces are on the verge of victory, ensuring minimal risk to his own survival.
- **Contingency Plans:** In the event of an overwhelming assault, Senshock has prepared several escape routes. If the Temple guards suffer defeat, he retreats to the throne room to report directly to Zuggtmoy, then teleports to a hidden sanctuary.

POLITICAL RELATIONSHIPS

Hedrack (Supreme Commander)

Senshock outwardly serves as Hedrack's loyal advisor, but inwardly considers him an obstacle to his greater ambitions. Though he serves Hedrack outwardly, Senshock loathes him and sees him as an obstacle to his true ambitions. He seeks to manipulate Hedrack's subordinates and weaken his influence wherever possible. He carefully maneuvers behind the scenes to undermine Hedrack without revealing his intent. Advises Hedrack while planting seeds of doubt among the other temple leaders.

"Hedrack may rule by fear, but I rule by inevitability. My plans do not fail; they unfold." - Shenshock

Barkinar (Commander of Greater Temple Troops)

Barkinar 's brute-force tactics amuse Senshock, who sees him as a useful pawn but nothing more. He feeds Barkinar false intelligence to keep him focused on threats outside the temple. Manipulative Tactics, he encourages Barkinar's military ambitions to keep his focus away from internal affairs. Keeps a watchful eye on him through spies. Senshock viewing him as possible ally in a coup against Hedrack.

Deggum (Security Commander)

Deggum 's growing influence concerns Senshock, and he takes great care to ensure the half-elf does not gain too much independence. He Supplies Deggum with minor magical items to maintain a sense of dependency. Uses false reports to keep him distracted from internal temple politics. Senshock cultivates him as possible allies in a coup against Hedrack.

Lucius Graeme (Spy Master and Courier)

Lucius Graeme serves as Senshock's eyes and ears, though the wizard harbors suspicions that Lucius reports directly to Hedrack as well. Carefully feeds Lucius selective information to monitor Hedrack.

Falrinth (Rival Wizard and Keeper of the Orb of Golden Death)

Senshock despises Falrinth and views him as a threat. The two constantly compete for influence within the temple, though Senshock is more established. Strategies Against Falrinth Uses subordinates to sabotage Falrinth's magical experiments. Spreads rumors to undermine Falrinth's credibility

The Four Elemental Priests (Romag, Alrrem, Belsornig, Kelno)

Senshock views the elemental priests as dangerous zealots, blinded by their devotion to the Elder Elemental Eye. He carefully balances their power to ensure no one cult dominates the others. Sows discord among the elemental factions to prevent unity. Offers magical aid selectively to curry favor.

BARKINAR COMMANDER OF THE GREATER TEMPLE'S TROOPS

Commander Barkinar is a master of deception and military strategy, serving as the Commander of the Greater Temple's troops within the Temple of Elemental Evil. A former leader of the Earth Temple, Barkinar now operates as one of Supreme Commander Hedrack's most trusted subordinates. However, unlike many within the Temple, Barkinar has secretly forsaken the Elder Elemental Eye in favor of the demi-god Iuz, following a secret initiation into the Mysteries of the Greater Temple.

Barkinar's calculated patience, cunning, and unwavering commitment to the Temple's expansion have earned him Iuz's favor, and he stands poised to inherit Hedrack's position should the Supreme Commander fall.

BACKGROUND

Barkinar's journey began as a low-ranking cleric of Hextor, driven by an insatiable hunger for power and wealth. Seeking to unearth ancient treasures, he came to the ruined Temple of Elemental Evil with a band of mercenaries after the fall of the First Temple. After surviving the treacherous intrigues within the cult, Barkinar betrayed his former allies and joined the Earth Temple, rising swiftly through its ranks by ousting his predecessor, Landers.

Two years ago, recognizing Barkinar's talents and ambition, Hedrack initiated him into the secret service of Iuz, the Old One. Pleased with his promotion, Barkinar renounced his allegiance to the Elder Elemental Eye, fully dedicating himself to Iuz. However, he skillfully maintains the illusion of loyalty to the Eye to those outside the Greater Temple, ensuring secrecy among the lesser temple factions.



BARKINAR, COMMANDER

Medium humanoid (human), Cleric level 7, chaotic evil

Armor Class 23 (+1 plate, +2 shield)

Hit Points 60 (7d8 + 21)

Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	10 (+0)	16 (+3)	16 (+3)	17 (+3)	8 (-1)

Skills Medicine +6, Religion +6

Saving Throws Wis +6, Int +6

Senses passive Perception 13

Languages Common, Goblin

Challenge 5 (1,800 XP)

Equipment.

- +1 Plate Armor, +2 Shield
- Staff of Striking (Melee weapon, force damage on charge expenditure)
- Boots of Levitation (Allows levitation at will)
- Potion of Superior Healing, Speed

Spellcasting. Barkinar is a 7th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). He has the following cleric spells prepared:

- Cantrips (at will): Guidance, Light, Resistance, Sacred Flame
- 1st level (4 slots): Command, Cure Wounds, Sanctuary
- 2nd level (3 slots): Hold Person, Prayer of Healing, Protection from Poison, Silence
- 3rd level (3 slots): Bestow Curse, Dispel Magic
- 4th level (1 slot): Death Ward

ACTIONS

Staff of Striking. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage, or 7 (1d8 + 3) bludgeoning damage if wielded with two hands.

The staff has 10 charges. When Barkinar hits with a melee attack, he can expend up to 3 charges. For each charge expended, the target takes an additional 3 (1d6) force damage.

APPEARANCE AND PERSONALITY

Barkinar is a middle-aged Oeridian man with a soldier's bearing. He wears blackened plate armor emblazoned with the flaming eye of the Elder Elemental God and carries himself with an air of command. His brown hair is cropped short, and his mustache is kept in strict order, though his face is often shadowed by days without shaving. A calculating and patient man, Barkinar embodies the belief that the strong prosper at the expense of the weak.

- **Calculated Opportunist:** Carefully balances his service to Iuz while maintaining Temple unity.
- **Pragmatic Leader:** Balances discipline and reward to maintain troop loyalty.
- **Skilled Military Strategist:** Expert at logistics, siege warfare, and battlefield tactics.

DEGGUM, COMMANDER OF THE TEMPLE GUARDS

Deggum, a half-elf with a dark and brooding presence, is a rising figure within the Greater Temple of Elemental Evil. As the commander of the ogre forces and temple guards, he holds significant sway over the defensive and offensive capabilities of the cult. Deggum's rapid ascent to power is largely due to his cunning nature, willingness to carry out orders without question, and his key role in securing alliances with monstrous forces.

OGRE FORCES AND TEMPLE GUARDS

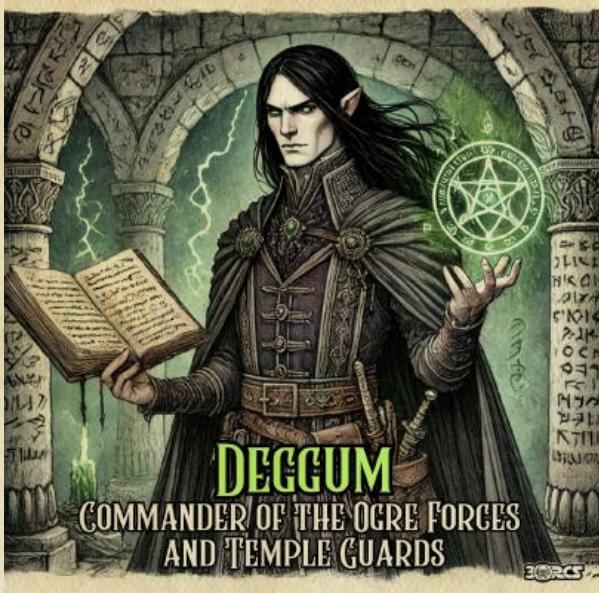
Deggum's gaunt frame, long lank black hair, and piercing green eyes give him an eerie appearance. His haggard and drawn face, combined with his pronounced limp, make him an unsettling figure. He is clad in dusky-hued studded leather armor, designed to offer both protection and mobility, while his arsenal consists of a morningstar, a crossbow, and a long hunting knife.

- **Lean and wiry frame:** Deceptively strong despite his thin appearance.
- **Dusky-hued armor:** Unique to Deggum, imbued with enchantments of protection.
- **Predatory gaze:** Penetrating green eyes.

PERSONALITY

Deggum is a cold and pragmatic leader, preferring to manipulate from the shadows rather than act overtly. He is fiercely loyal to Hedrack, viewing him as a mentor and model for his own ambitions. He lacks the flamboyance of some of his peers, instead focusing on efficiency and ruthlessness in his duties.

- **Calculating and meticulous:** Leaves no detail unchecked.
- **Ruthless disciplinarian:** Commands loyalty through fear and reward.
- **Manipulative strategist:** Masters the art of deception.



DEGGUM, SECURITY COMMANDER OF THE TEMPLE

Medium humanoid (half-elf), 5th-level Cleric and 4th-level Wizard, chaotic evil

Armor Class 16 (Chain Mail, Shield - 2 Dex)

Hit Points 21 (5d8 +4d4 /2) 5e 40 (9d8)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	7 (-2)	10 (+0)	15 (+2)	18 (+4)	10 (+0)

Savings Throws Wis +6, Int +4

Skills Insight +6, Religion +6, Arcana +4

Damage Resistances Fire (Ring of Fire Resistance)

Senses darkvision 60 ft., passive Perception 14

Languages Common, Giant, Goblin

Challenge 4 (1,118 XP)

Special Equipment.

- Black Scarab of Zuggtmoy (Controls hidden temple mechanisms)
- Ring of Fire Resistance (Grants resistance to fire damage)
- Potion of Healing, Growth

Spellcasting. Deggum is a 5th-level Cleric and 4th-level Wizard. His spellcasting ability is Wisdom (Cleric, DC 14, +6 to hit) and Intelligence (Wizard, DC 13, +5 to hit).

Cleric Spells Prepared

- Cantrips: Sacred Flame, Resistance, Thaumaturgy
- 1st Level (4 slots): Bless, Cure Light Wounds, Detect Magic, Sanctuary (x2)
- 2nd Level (3 slots): Augury, Chant, Hold Person, Poison, Spiritual Hammer
- 3rd Level (2 slots): Continual Darkness, Animate Dead

Wizard Spells Prepared

- Wizard Cantrips: Mage Hand, Prestidigitation, Ray of Frost
- 1st Level (3 slots): Magic Missile (x3)
- 2nd Level (2 slots): Invisibility (x2)

ACTIONS

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 5 (1d6 + 2) bludgeoning damage.

Spiritual Hammer (2nd-level spell, Bonus Action). Creates a floating spectral hammer 1 min duration, 1d8 force damage per turn.

ROLE IN THE TEMPLE OF ELEMENTAL EVIL

Deggum's primary responsibilities involve ensuring the security of the temple's levels and responding to external threats. He often leads scouting missions into the surrounding lands and coordinates defenses against adventurers seeking to disrupt the temple's operations. Ensuring all levels of the temple remain secure.

BACKGROUND

Originally from the Welkwood, Deggum abandoned his homeland after becoming seduced by the promises of power whispered by Lareth the Beautiful. Under Lareth's guidance, he honed his skills in subterfuge and manipulation, eventually proving his worth to Hedrack by securing a vital alliance with the Blackthorn ogres under Chief Garghuk.

Key Events in His Rise to Power

- **Betrayal of his kin:** Left the elves of Welkwood to seek forbidden knowledge.
- **Recruitment by Lareth:** Learned the tenets of the Elder Elemental God.
- **Alliance with Blackthorn Ogres:** Brought Gloarok and his band to serve the Greater Temple.

"I didn't leave Welkwood to cower in the shadows. I came to rise above those who scorned me, and I will." - Deggum

MOTIVATIONS

Deggum is driven by a hunger for power and recognition within the Temple's hierarchy. He desires to ascend beyond his current station, hoping to one day rival even Hedrack in influence. His current focus is on consolidating his control over the temple guards and ogre forces, ensuring they remain loyal to him above all others. Additionally, as a devoted servant of the Elder Elemental God, he believes that elemental destruction will pave the way for the god's awakening. Though he publicly worships the Elder Elemental God, he is aware of Zuggtmoy's secret control over the Temple and carefully navigates his allegiance to maintain favor.

Primary Goals

- Maintain discipline and loyalty among the ogres.
- Eliminate any threats to his growing influence.
- Further strengthen ties with monstrous factions to expand the temple's might.
- Prove his devotion to the Elder Elemental God through acts of destruction and conquest.

ROLE IN THE TEMPLE OF ELEMENTAL EVIL

Deggum's primary responsibilities involve ensuring the security of the temple's levels and responding to external threats. He often leads scouting missions into the surrounding lands and coordinates defenses against adventurers seeking to disrupt the temple's operations. His influence extends to the monstrous factions of the Temple, whom he recruits in the name of elemental destruction and the Elder Elemental God's prophesied awakening.

- Defense coordination: Ensuring all levels of the temple remain secure.
- Monster recruitment: Expanding the temple's ranks.
- Reconnaissance: Gathering intelligences.
- Elemental Devotion: Conducting rituals to harness the destructive power of the Elder Elemental God.

POLITICAL RELATIONSHIPS

Deggum's role as commander places him at the heart of the temple's political struggles. He must balance his loyalty to Hedrack while fending off rivals within the Greater Temple. He is personally tutored by High Priest Hedrack and Senshock, both of whom see potential in him as a future leader. He carries his spellbook in a pack at all times, studying his craft whenever possible. His book contains many of the same first- and second-level spells as Senshock, ensuring that he can combine divine and arcane magic to further the temple's goals.

Allies and Relationships

- **Hedrack, Supreme Commander:** Deggum is one of his most trusted underlings and personal tutelage.
- **Senshock, High Wizard:** Deggum respects Senshock's magical prowess but wary of ambitions.
- **Romag, Earth Temple Leader:** Maintains a tenuous alliance by supplying Romag with ogre forces.

"Let Romag and Belsornig squabble over their petty rivalries. In the end, the one who controls the gates controls the Temple." - Commander Deggum

Rivals and Threats

- **Belsornig, Water Temple Leader:** The two compete for control over the temple's defensive resources.
- **Commander Feldrin:** Their differing approaches to leadership often place them at odds.

RECRUITMENT OF THE BLACKTHORN TRIBE

One of Deggum's most significant contributions to the temple's strength is his recruitment and management of the Blackthorn tribe, a powerful and savage force of ogres, bugbears, and hobgoblins. With the influence of Iuz and careful negotiation, Deggum secured the tribe's allegiance by brokering a deal with their chieftain, Garghuk the Bloodtooth. This pact has provided the temple with a steady stream of brutal warriors who are fiercely loyal to Deggum—more out of fear than respect.

- **Negotiation with Garghuk:** Maintaining a delicate balance of fear / reward to keep the chieftain in line.
- **Deployment of Forces:** Strategically placing ogres within key positions across the temple's various levels, including the Greater Temple.
- **Oversight of Ogre Leadership:** Recruit chieftain Gloarok, a particularly brutal ogre leader stationed in the Greater Temple, and Gerard, who assists Romag within the Earth Temple.
- **Intelligence Gathering:** Utilizing Blackthorn scouts to gather intelligence on rival factions, adventurers, and local threats around Nulb and Hommet.

"Hedrack sees potential in me, and I will not disappoint. The ogres follow because they fear me... as they should. Loyalty bought with fear and blood is the only kind that matters."

FELDRIN, OF THE TEMPLE'S GUARD

Feldrin, a Oeridian/Flan mix, is a cunning strategist, plays a pivotal role in the Temple of Elemental Evil's operations. As the commander of the Temple's guards and allied bandits, Feldrin oversees both the defense of the Temple's supply chain, ensuring the smooth flow of resources and captives to the Greater Temple. Ruthless and self-serving, Feldrin navigates the dangerous politics of the Temple hierarchy with guile and pragmatism, though his position is far from secure.

ROLE AND IMPORTANCE

Feldrin commands the Temple's guards and bandit forces, responsible for both defense and supply logistics.

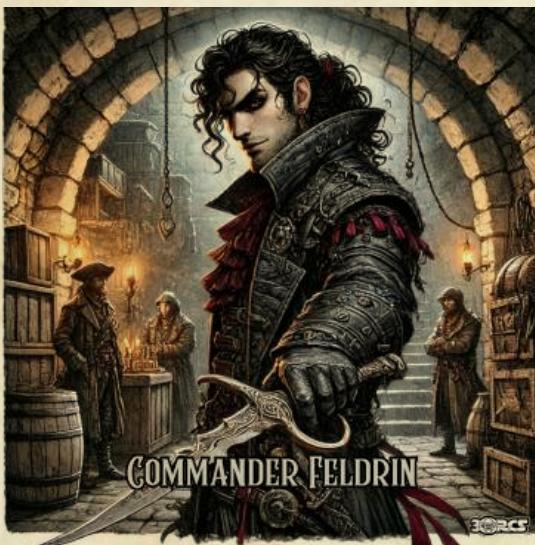
- Political Operative:** Trusted by Supreme Commander Hedrack, Feldrin also serves as an emissary to key allies, including King Korvash Bonegnaw, ruler of the gnolls of the Fortress of Jagged Fangs from the Lortmil Mountains.
- Critical Link:** Feldrin's command of the Temple's supply chain for the Greater Temple's operations.
- Personality:** Calculating, ambitious, and willing to betray allies if it serves his interests.

"Control isn't about loyalty—it's about leverage. Keep everyone hungry enough to need you, but fed enough not to bite." - Commander Feldrin

FELDRIN'S OPERATIONS

Feldrin resides in Area 243a within the Temple's second dungeon level. His quarters are lavishly decorated, showcasing his wealth and importance.

- Stage 1:** Supplies and prisoners are looted by bandits, led by Gattas Void, at the Moathouse.
- Stage 2:** Loot is sent to Gefreid Patris at the Hunting Cabin near Nulb, where it is sorted for transport.
- Stage 3:** Goods and captives are sent through a hidden supply tunnel into the Greater Temple, received by Feldrin's men.



COMMANDER FELDRIN

COMMANDER FELDRIN

Medium Humanoid (Human), Neutral Evil

Armor Class 15 (Studded Leather +1, Cloak of Protection)

Hit Points 45 (7d8+14)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	15 (+2)	13 (+1)	9 (-1)	17 (+3)

Saving Throws Dex +6, Cha +5

Skills Acrobatics +6, Persuasion +7, Sleight of Hand +6, Stealth +8

Senses passive Perception 9

Languages Common, Orc

Challenge 4 (1,100 XP)

Evasion. When Feldrin is subjected to an effect that allows him to make a Dexterity saving throw to take half damage, instead takes no damage if he succeeds, half damage if he fails.

Sneak Attack (1/turn). Feldrin deals an extra 14 (4d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally.

ACTIONS

Multiaction. Feldrin makes two melee attacks.

+2 Rapier. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (1d8+4) piercing damage.

Handaxe. Melee Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 7 (1d6+4) slashing damage.

LEADERSHIP AND POLITICS

- Hedrack's Trust:** Feldrin enjoys a degree of favor from Supreme Commander Hedrack, who relies on him for sensitive missions such as negotiating with King Korvash Bonegnaw. However, Hedrack's trust is conditional, as Feldrin's loyalty is suspect.
- Brunk's Ambitions:** Feldrin's half-orc lieutenant, Brunk, covets his command and harbors deep hatred for his superior.
- Tensions:** Brunk may exploit any opportunity to undermine or eliminate Feldrin, provided he can do so without revealing his treachery.
- Spying Missions:** Feldrin and Brunk often use disguises to spy in Nulb, the Village of Hommlet, and other nearby settlements, an uneasy partnership.
- Bandit Allies:** While allied with Smigmal Redhand and her bandit crew, Feldrin's self-serving nature makes his loyalty fragile.
- Lareth and Lolth:** Feldrin respects Lareth's power but is wary of his allegiance to Lolth, seeing him as a potential rival within the Temple.

"Adventurers think themselves heroes. They're just another kind of bandit—only louder and more self-righteous." - Feldrin

FALRINTH, MASTER WIZARD, KEEPER OF THE ORB OF GOLDEN DEATH

Falrinth is a cunning and duplicitous figure within the Temple of Elemental Evil, operating on the third level. Though he holds no official allegiance to the elemental temples or the Greater Temple, he is a key player in the Temple's politics and intrigue. Known for his opportunism and self-serving nature, Falrinth walks a fine line between ally and adversary to nearly everyone.

ROGUE WIZARD

Though not an official member of the Greater Temple, Falrinth is an important figure in the Temple's web of intrigue. A skilled and ambitious 8th-level magic-user, Falrinth operates independently, serving as both an ally and a potential liability to the Greater Temple.

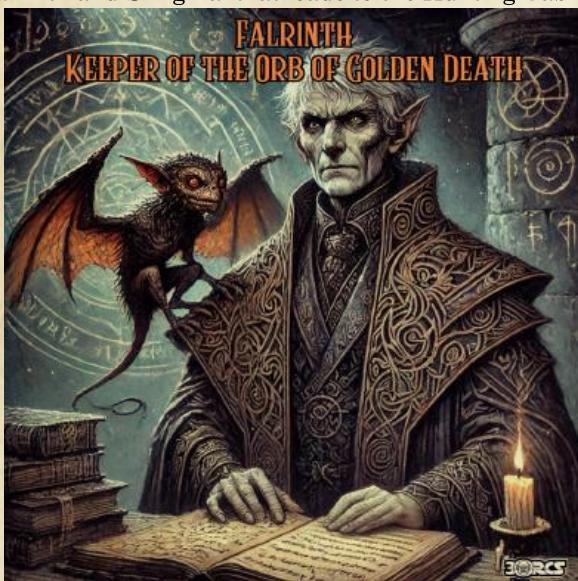
"They say the Elder Elemental God whispers in the dark. I've heard those whispers... and one day, I will whisper back."

Falrinth is an 8th-level magic-user, though his connection to his quasit familiar, Kriitch, allows him to function as a 9th-level caster when the familiar remains within one mile. As a servant of Lolth, the Demon Queen of Spiders, Falrinth's ultimate loyalty lies with her dark schemes, making him a thorn in the side of both the Temple's leadership and outside forces.

- Ambition:** Driven by a lust for power, Falrinth serves Lolth but is willing to betray anyone, including her, to further his goals.
- Duplicitous Nature:** Falrinth's lack of loyalty makes him a potential ally or a dangerous foe.

LOCATION AND ROLE

Falrinth resides in Area 337 of the Temple of Elemental Evil's third level. This location connects to the Escape Tunnel, a hidden route used by bandits allied with Falrinth and Smigmal that leads to the Hunting Cabin.



FALRINTH, MASTER WIZARD

Medium Humanoid (Human), Chaotic Evil, Level 9 Wizard (with Familiar Kriitch)

Armor Class 15 (Bracers of Defense)

Hit Points 54 (9d6+18)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	15 (+2)	17 (+3)	10 (+0)	12 (+1)

Savings Throws Int +7, Wis +4

Skills Arcana +7, History +7, Insight +4, Stealth +6

Condition Immunities Charmed (while familiar is within 10 ft.)

Senses passive Perception 10

Languages Common, Elvish, Abyssal

Challenge 7 (3,900 XP)

Spellcasting. Spellcasting (9th-Level Wizard) Spell Save DC 15, Spell Attack Bonus +7

- Cantrips (At Will): Message, Mage Hand, Fire Bolt, Minor Illusion
- 1st Level (4 slots): Burning Hands, Charm Person, Detect Magic, Unseen Servant
- 2nd Level (3 slots): Invisibility, Mirror Image, Hold Person, Levitate
- 3rd Level (3 slots): Fireball, Lightning Bolt, Clairvoyance
- 4th Level (3 slots): Dimension Door, Phantasmal Killer
- 5th Level (1 slots): Teleportation Circle, Wall of Force

Legendary Equipment

- Orb of Golden Death – Allows scrying and enhances necromantic spells.
- Mirror of Mental Prowess – Can detect thoughts and manipulate reflections.
- Tome of Leadership – Grants Charisma bonus if studied.
- Vacuous Grimoire – A cursed book that drains Intelligence.

ACTIONS

Dagger. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 4 (1d4+3) piercing damage.

"The Nodes are not prisons; they are gateways. Those who master them will rule both this world and the next." - Falrinth

THE ORB OF GOLDEN DEATH

Falrinth secretly possesses the Orb of Golden Death, an artifact tied to the Elder Elemental God and central to the Temple's power. He keeps the Orb hidden from his allies and superiors, viewing it as his ultimate bargaining chip or tool for personal ascension.

- **Connection to the Nodes:** The Orb serves as a key to unlocking and controlling the elemental nodes.
- **Secrecy:** Falrinth's concealment of the Orb makes him a target for both the Greater Temple and adventurers.

ROLE AND LOYALTIES

Falrinth is loosely allied with Smigmal Redhand and her bandit crew, including Commander Feldrin, who operates out of the Broken Tower. However, his loyalty to the bandits is thin, as Falrinth is primarily concerned with his own interests. Falrinth also works alongside Lareth the Beautiful, both serving as agents of Lolth, the Demon Queen of Spiders. Their mission, under Lolth's orders, is to gain control of the elemental nodes or Nexus, though the specifics of their plan remain veiled.

Senshock

He reports to Senshock, the High Commander of the Greater Temple, though Senshock views him as a potential resource rather than a trusted subordinate.

- **Potential Risks:** Falrinth's secrecy regarding the Orb of Golden Death and his allegiance to Lolth make him a potential threat to the Greater Temple's unity.

Smigmal Redhand:

As an ally of this bandit leader, Falrinth works with her crew, though his loyalty is tenuous at best.

- **Commander Feldrin:** The Broken Tower's commander reports indirectly to Falrinth through Smigmal, loyalty within this chain is shaky at best.

Lareth the Beautiful

Sharing a devotion to Lolth, Falrinth and Lareth collaborate on gaining control of the elemental nodes for their demon queen.

- **Lolth's Plans:** Working together as agents of Lolth, Falrinth and Lareth aim to manipulate the elemental nodes, potentially undermining Zuggtmoy and the Elder Elemental God.
- **Tension:** While both serve Lolth, their shared ambition creates a fragile alliance that could shatter.

"Hedrack and his ilk think themselves untouchable, yet they dance like puppets on strings they cannot see. Strings I can cut."

FALRINTH'S TACTICS AND ABILITIES

Falrinth is a cautious and strategic combatant, relying on his familiar and magic to outmaneuver opponents.

- **Kriitch the Quasit:** Kriitch can assume the form of a giant centipede to spy on intruders. Falrinth uses the familiar's senses to assess threats from a distance.
- **Escape Tunnel:** The hidden passage provides a means of retreat or ambush, allowing Falrinth to control the battlefield on his terms.
- **Preparedness:** When alerted to intruders, Falrinth carefully plans his actions, using divination and illusions to manipulate events in his favor.

"The Nodes are not prisons; they are gateways. Those who master them will rule both this world and the next."

SMIGMAL REDHAND, COMMANDER OF THE OUTER DEFENSES

Smigmal Redhand is the ruthless and cunning commander of the outer defenses of the Temple of Elemental Evil. A half-orc Fighter/Assassin with a penchant for guile and violence, she serves as the temple's first line of defense against intruders, leading mercenaries and bandits stationed in the ruined tower. Disguised as an elf through the use of a magical hat, Smigmal blends deception with assassination, threats to the temple are dealt with swiftly and decisively.

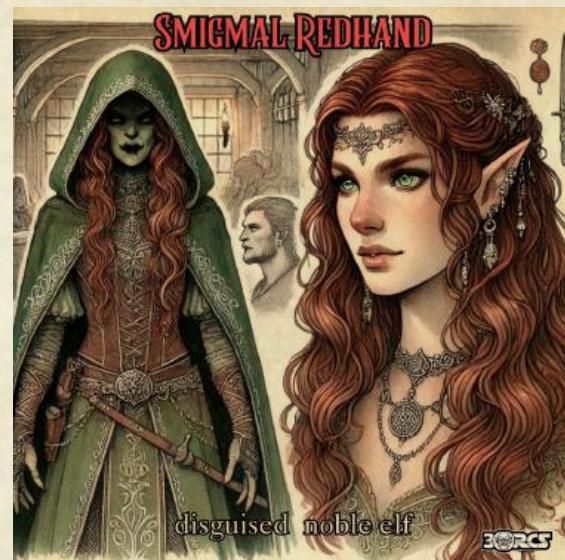
HALF-ORC FIGHTER/ASSASSIN, MASTER OF DECEPTION AND DEADLY PRECISION

Smigmal is a striking and dangerous figure, standing at an imposing six feet with a lean, sinewy frame that speaks of years spent in battle and subterfuge. Her half-orc heritage is apparent in her sharp, angular features and piercing yellow eyes, though she rarely reveals her true face, preferring to appear as an elegant elf. Her long, auburn hair (aided by magic) and elven guise make her blend seamlessly into high society or unsuspecting adventuring parties.

PERSONALITY

Smigmal is a cold, calculating assassin with an iron will. She believes in striking from the shadows and maintaining absolute control over her surroundings. Her loyalty is primarily to Falrinth, her lover and secret ally within the temple, but she harbors ambitions of her own. Ruthless, pragmatic, and untrusting, Smigmal excels at manipulating others to serve her interests.

- **Calculating and Ruthless:** Smigmal values efficiency over morality, always seeking the most pragmatic solution.
- **Devoted to Falrinth:** She prioritizes her relationship with the wizard over temple politics.
- **Paranoia and Mistrust:** Never truly trusts her superiors, always keeping an escape route in mind.



SMIGMAL'S BACKGROUND

Smigmal's origins trace back to the war-torn bandit lands in The Bandit Kingdoms where survival depended on cunning and strength. Recruited by temple agents due to her lethal skills, she quickly rose through the ranks by eliminating threats and proving her worth to Supreme Commander Hedrack and Senshock.

- **Early Life:** Raised among mercenaries and cutthroats in the Bandit Kingdoms.
- **Temple Recruitment:** Initially served as a scout before placed in command of the outer defenses.
- **Elven Disguise:** Uses her magical hat to maintain a double identity as an elven diplomat, gathering intelligence from Nulb and Village of Hommlet.

ROLE IN THE TEMPLE

Smigmal serves as the leader of the temple's surface-level defenses, operating from the ruined tower. She manages raiding parties and ensures no threats infiltrate the temple.

- **Lead Defensive Operations:** Orchestrates raids and ambushes against temple enemies.
- **Espionage and Sabotage:** Works closely with Falrinth to spy on the temple's enemies and rivals.
- **Resource Management:** Manages the mercenary band stationed at the tower, ensuring they remain loyal and effective.

"Obedience comes not from loyalty, but from fear. And fear is a currency I deal in generously." - Smigmal

RELATIONSHIPS

Falrinth (Lover and Wizard Ally)

Smigmal's closest ally and lover, Falrinth, uses her position to gather intelligence and eliminate competition within the temple. He frequently sends his quasit familiar to spy not only within the temple but also in Nulb and the surrounding area, providing Smigmal with a steady stream of actionable intelligence.

Despite their closeness, Falrinth harbors his own ambitions and intends to use Smigmal as a pawn to seize control of the temple forces after Hedrack's eventual downfall. He dreams of ruling over a domain of destruction to rival even Iuz himself, and Smigmal is keenly aware of his grandiose aspirations. However, she also knows that he will flee the temple should it fall.

Hedrack (Supreme Commander)

Hedrack tolerates Smigmal's presence due to her effectiveness but distrusts her due to her close ties with Falrinth, who has suspected loyalties to Lolth. He uses her to maintain order but watches her closely.

Deggum (Commander of Security)

As her direct superior, Deggum relies on Smigmal for frontline reports and defense coordination. While she respects his tactical mind, she views him as an obstacle to her ambitions.

SMIGMAL REDHAND

Medium Humanoid (Half-Orc), Neutral Evil

Armor Class 19 (+1 Leather Armor, +2 Shield)

Hit Points 52 (7d8+21)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	17 (+3)	15 (+2)	7 (-2)	14 (+2)

Savings Throws Dex +6, Int +5

Skills Acrobatics +9, Deception +5, Intimidation +5, Stealth +9, Sleight of Hand +6

Senses passive Perception 8

Languages Common, Orc

Challenge 5 (1,800 XP)

Assassinate. During her first turn, Smigmal has advantage on attack rolls against any creature that hasn't taken a turn. Any hit she scores against a surprised creature is a critical hit.

Evasion. When Smigmal is subjected to an effect that allows her to make a Dexterity saving throw for half damage, she instead takes no damage on a success and half damage on a failure.

Relentless Endurance (1/Day). When Smigmal is reduced to 0 hit points, instead drops to 1 hp, unless she is killed outright.

Savage Attacks. When Smigmal scores a critical hit with a melee weapon attack, she can roll one additional weapon damage die and add it to the extra damage.

Sneak Attack (1/Turn). Smigmal deals an extra 14 (4d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally and she doesn't have disadvantage on the attack roll.

ACTIONS

Multiaction. Smigmal makes two melee attacks.

+1 Shortsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d6+4) piercing damage.

Hand Crossbow. Ranged Weapon Attack: +6 to hit, range 30/120 ft., one target. Hit: 6 (1d6+3) piercing damage.

Poisoned Blade (Recharge 5-6). Smigmal coats her blade with an insinuating poison (Type B). The next creature she hits must make a DC 13 Constitution saving throw, taking 25 poison damage over 2 rounds on a failure, or half on a success.

Equipment. +1 Leather Armor, +2 Shield, +1 Shortsword, Hand Crossbow with 10 Bolts Ring of Invisibility, Jeweled Belt (3,200 gp), Earrings (400 gp each), Secret Compartment (30 Bloodstones, 2 Pieces of Jewelry, 50 pp in a hidden belt pocket)

Smigmal, like many in the temple, pays lip service to the Elder Elemental God but does not hold true faith. She sees the cult's chaos as a useful distraction for her own agendas but has no desire to awaken the ancient power.

"Hedrack plays the king, Senshock schemes for the throne, and Barkinar waits like a vulture. I simply watch and sharpen my knives." - Smigmal

LUCIUS GRAEME, TEMPLE AGENT COURIER (A.K.A. ALDREN)

Lucius Graeme is a Oeridian/Suel figure who immediately commands attention, not because of his physical stature, but because of the aura of quiet menace he exudes. His round, portly frame is draped in simple gray garments that conceal a calculating and dangerous mind. A small, unassuming gray hat often shadows his scarred face—a permanent reminder of an incident involving falling debris, leaving a deep mark from his left cheekbone to above his left eye. His golden eyes, asymmetrical and piercing, seem to hold secrets no one wishes to uncover. His voice, smooth and unnervingly in a way of unsettling listeners.

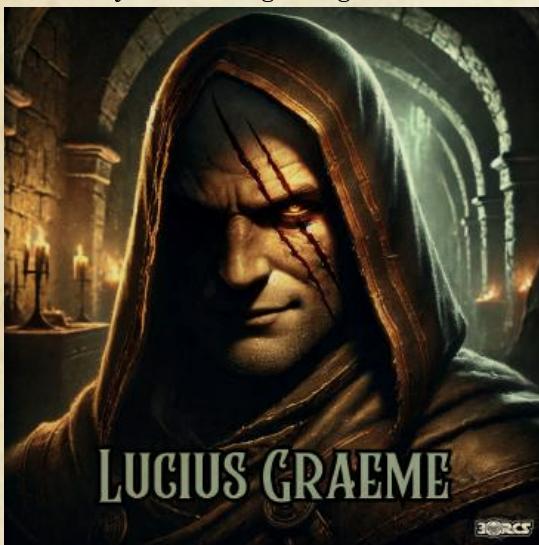
PERSONALITY

Lucius Graeme is the epitome of villainous cunning. Once a vain and cruel nobleman, his fall from grace has left him with a bitter hatred for the systems of order and morality that rejected him. His intelligence and perception are unmatched, allowing him to manipulate others with terrifying ease. However, beneath this controlled exterior lies a simmering rage that he struggles to suppress. When pushed to his limits, Lucius abandons his calculated demeanor and lashes out with brute force and terrifying conviction.

TIME TO DROP KNOWLEDGE

"Chaos is the truest form of control—those who embrace it will shape the world to their will." - Aldren

Lucius delights in feigning weakness, letting others underestimate him while he quietly gathers information and consolidates his power. He thrives in chaos and believes it to be the truest source of power. His worldview is shaped by his belief that the primordial forces of the elemental planes are neither good nor evil, but pure sources of destruction and renewal that can be harnessed by those strong enough to control them.



LUCIUS GRAEME

Human Cleric Level 7, Neutral evil

Armor Class 16 (chain shirt, shield)

Hit Points 45 (7d8-7)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	9 (-1)	16 (+3)	16 (+3)	15 (+2)

Savings Throws Wisdom +6, Charisma +5

Skills Deception +5, Insight +6, Persuasion +5, Religion +5

Senses passive Perception 13

Languages Common, Abyssal, Gnome

Challenge 5 (1800 exp)

Dark Devotion (Cleric of Evil). Lucius has advantage on saving throws against being charmed or frightened.

Fanatical Conviction. When Lucius is reduced to 0 hit points, he can make a DC 10 Constitution saving throw. On a success, he drops to 1 hit point instead.

Spell Casting. Spells Prepared, (Spell Save DC 13, +5 to hit with spell attacks)

- Cantrips (at will): Thaumaturgy, Sacred Flame, Spare the Dying
- 1st level (4 slots): Command (x3), Cause Light Wounds, Detect Magic, Protection from Good
- 2nd level (3 slots): Detect Charm (x2), Find Traps, Hold Person (x2), Silence (15 ft. radius)
- 3rd level (2 slots): Animate Dead, Continual Darkness, Dispel Magic, Bestow Curse
- 4th level (1 slot): Control Water (Elemental-themed control over the Elder Elemental God's power).
- Divination (Used to communicate with the EEG (Zyggtmoy).

ACTIONS

Mace of the Withering. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d6+4) bludgeoning damage. The target must make a DC 13 Constitution saving throw or suffer 1 level of exhaustion. If the target is frightened, the attack deals an additional 1d6 necrotic damage.

Unholy Smite (1/Day). When Lucius hits with a melee attack, he deals an additional 14 (4d6) necrotic damage.

Cloak of the Forsaken Veil (1/Day). Lucius can cast Pass Without Trace on himself without expending a spell slot. He also has advantage on Dexterity (Stealth) checks while wearing cloak.

Amulet of the Shrouded One. Lucius's alignment and location cannot be detected by divination magic (Detect Evil and Good, Commune, Divination, Scrying, etc.). He cannot be tracked by nonmagical means unless he allows it. Once per long rest, can cast Nondetection on himself without expending a spell slot.

"Civilization is a fragile mask over the face of the elemental chaos. It's a shame when it breaks... or a delight." - Lucius Graeme

POLITICAL RELATIONSHIPS AND INFLUENCE

Lucius Graeme operates as the Temple of Elemental Evil's most trusted courier and facilitator, connecting its many agents across Verbobonc, Nulb, and Hommlet. Though not a direct leader, he ensures communication between Hedrack, and the Temple's external networks, working in secrecy to manipulate powerful individuals.

THE SHADOW COURIER OF THE GREATER TEMPLE

- **Lakash Quallad (Brother of Lady Nysera):** Posing as a wealthy merchant in Verbobonc City, Lakash moves stolen goods, secures bribes, and launders money for the Temple. Lucius ensures Lakash stays loyal to the Temple's goals while also handling Lord Conner Bridgeforth, a noble with ties to the cult.
- **Lord Conner Bridgeforth:** A noble with political influence in Verbobonc, Lord Bridgeforth steers court rumors and noble alliances to serve the Temple's agenda. Lucius serves as his handler, ensuring that he manipulates the right people without drawing suspicion.
- **Lady Nysera Krivaltis:** The self-proclaimed Baroness of Nulb, Lady Nysera commands a network of cutthroats and pirates. Lucius ensures Temple resources flow through her organization in Nulb, using her men as enforcers. Lady Nysera's network to smuggle weapons, hide fugitives, and coordinate assassinations. He ensures the Iron Talons (her enforcers) keep Nulb in line and that pirate captains continue running contraband.
- **Pirate Lords:** Pirate Captains, securing slaves and supplies to the Temple.

AGENTS IN HOMMLET

Lucius manages multiple operatives in Hommlet, ensuring Temple influence remains undetected while sabotaging local defenses.

- **Gremag Gozlin (D&G Mercantile):** A shopkeeper-spy, Gremag tracks adventurer movements and sends reports to Lucius via coded messages.
- **Joseph Millar (Doomwatch Construction Site):** Joseph sabotages the keep's construction, ensuring Verbobonc's defensive efforts fail.
- **Zert (Inn of the Welcome Wench):** One of Lucius's most dangerous agents, posing as a mercenary, Zert watches and eliminates threats.

AGENTS IN VERBONC CITY

Lucius's influence in Verbobonc City is stealthy but far-reaching. He ensures the Temple's gold moves through Lakash Quallad's "merchant" network, laundering stolen goods while using Lord Bridgeforth to manipulate politics.

- Move illicit Temple gold through trade routes.
- Orchestrates court intrigue.
- Bribes city officials to block investigations.

OPERATIONS IN NULB

Lucius Graeme operates as the Temple of Elemental Evil's unseen hand in Nulb, ensuring that the village remains a safe haven for cultists, mercenaries, and smugglers while maintaining his fragile alliance with Lady Nysera Krivaltis. His work in Nulb is defined by covert manipulation, recruitment, and eliminating threats, all while keeping a low profile under the guise of a harmless gambler at the Waterside Hostel.

The Alliance with Lady Nysera Krivaltis

- **Shared Ambitions:** Lucius supports Lady Nysera's rise in Nulb, viewing her as a valuable intermediary between the Temple and the village's factions. In return, Nysera provides him with logistical aid, securing trade routes and silencing dissenters who could hinder Temple operations.
- **Information Exchange:** Lucius provides Nysera with intelligence on rival factions in Nulb, including Dick Rentsch and Captain Garik Marath, while using her network to funnel information back to the Greater Temple.
- **Nysera's Independence:** While Nysera is willing to work with Lucius, her ultimate goal of reclaiming her family's honor sometimes clashes with the Temple's broader objectives. Lucius keeps a watchful eye, wary of her potential to betray the Temple if it serves her ends.
- **Conflict of Interests:** Lucius remains loyal to the Greater Temple's vision of domination, which does not always align with Nysera's ambitions. He quietly undermines her when her goals threaten the Temple's agenda.

THE GAMBLER'S MASK – COVER IDENTITY

Lucius rarely operates openly, preferring to gather intelligence and manipulate events from the shadows.

- **False Persona:** He plays the role of a harmless drunkard and gambler, always listening, never revealing too much.
- **Extracting Intel:** Through casual conversations and strategic questioning, he gathers valuable information on new arrivals, merchant routes, and potential threats.
- **Telltale Signs:** Adventurers who watch him closely may notice his stories shift depending on the audience, his gaze lingers on important conversations, and his interest in village defenses.



"Nature, civilization, good, evil—they're all pawns to the primordial forces that truly rule this world." - Alden

MEETING ALDREN (LUCIUS)

Aldren, draped in a well-worn cloak and clutching a weathered merchant's satchel, approaches the adventurers with a practiced, disarming smile. His smooth, slightly unnerving voice carries a friendly yet probing tone as he speaks: "Ah, travelers! A fine day to find company on these lonely roads, wouldn't you agree? Allow me to introduce myself—just a humble merchant peddling wares and tales alike. The name's Aldren. Been wandering these hills for years, trading with the gnomes and passing adventurers like yourselves. Always an adventure out here, isn't it?"

He adjusts his satchel, letting the faint glimmer of trinkets and oddities peek out, an inviting distraction as his golden eyes linger on each party member, assessing them carefully.

"Tell me, friends, what brings you to the Kron Hills? It's not often I see a group like yours—armed and armored, yet with the air of purpose about you. Are you hunting treasure, seeking glory, or perhaps delivering some noble cause? The hills have no shortage of mysteries, I assure you."

Aldren leans forward conspiratorially, his tone dropping slightly, as if sharing a secret.

"These parts have their dangers, mind you. Not just the usual bandits or wild beasts. Strange things—whispers of old powers stirring, unnatural storms, and... well, I hear tales of the Greenway Valley being less safe for travelers these days. Makes a man curious about what might draw someone like you to these parts. And perhaps... how I might be of assistance?"

His voice softens further, laced with subtle charm and intrigue.

"After all, we're all travelers here. A bit of information for a bit of coin—or a friendly exchange of stories. Who knows? Maybe our paths cross for a reason, eh?"

Aldren smiles warmly, his golden eyes glinting faintly with a mix of feigned innocence and calculated intent.

FINAL CONFRONTATION

As the adventurers dismantle the elemental temples and disrupt the cult's operations, Lucius becomes increasingly desperate. In the final stages of the campaign, he emerges as a pivotal foe, wielding the Devastation Orb in a last-ditch effort to turn the tide of battle. The orb's power allows him to unleash catastrophic elemental destruction on the players and their allies, creating a high-stakes confrontation.

- Tactics:** Lucius will use his mastery of deception and misdirection to separate the adventurers, creating opportunities to ambush and overwhelm them. He will attempt to manipulate the players into making mistakes, using their own goals and motivations against them.

PRINCES OF THE APOCOLYPSE

Reference the Devastation Orb used by elemental cultists.
Wizards of the Coast LLC

- Personality in Combat:** True to his villainous nature, Lucius will mock and taunt the adventurers throughout the battle, highlighting their failures and weaknesses. However, his overconfidence may be his downfall, as he underestimates the players' resilience and resourcefulness.

HISTORY

A Priest of The Priesthood of Iuz and a leader of the Temple of Elemental Evil, Lucius was sent by Iuz to serve the supreme leader Hedrack, who was quickly subverted into following the Elder Elemental Eye. He serves as a courier for the Greater Temple to all the agents in Village of Hommlet and the other elemental outposts.

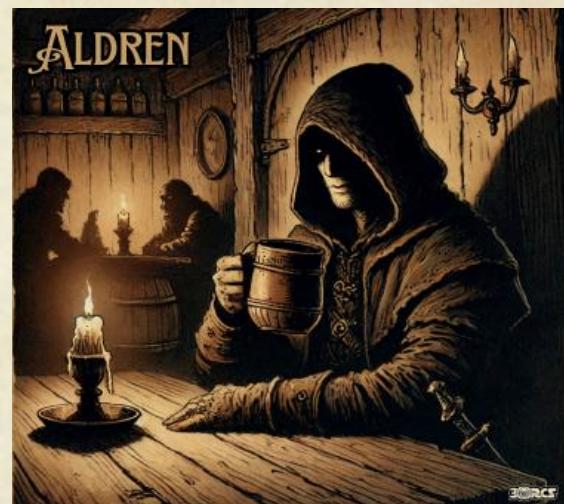
Lucius Graeme represents the destructive potential of unchecked ambition and chaos. His story serves as a cautionary tale for players, highlighting the consequences of compromise and the allure of power. Whether he is defeated or escapes to scheme another day, Lucius's impact on the campaign will be felt long after his final encounter with the adventurers.

TACTICS AND DUTIES

Lucius is a master manipulator, relying on subterfuge, bribery, and assassination rather than direct confrontation. He rarely acts alone, deploying agents and informants to further the Temple's influence.

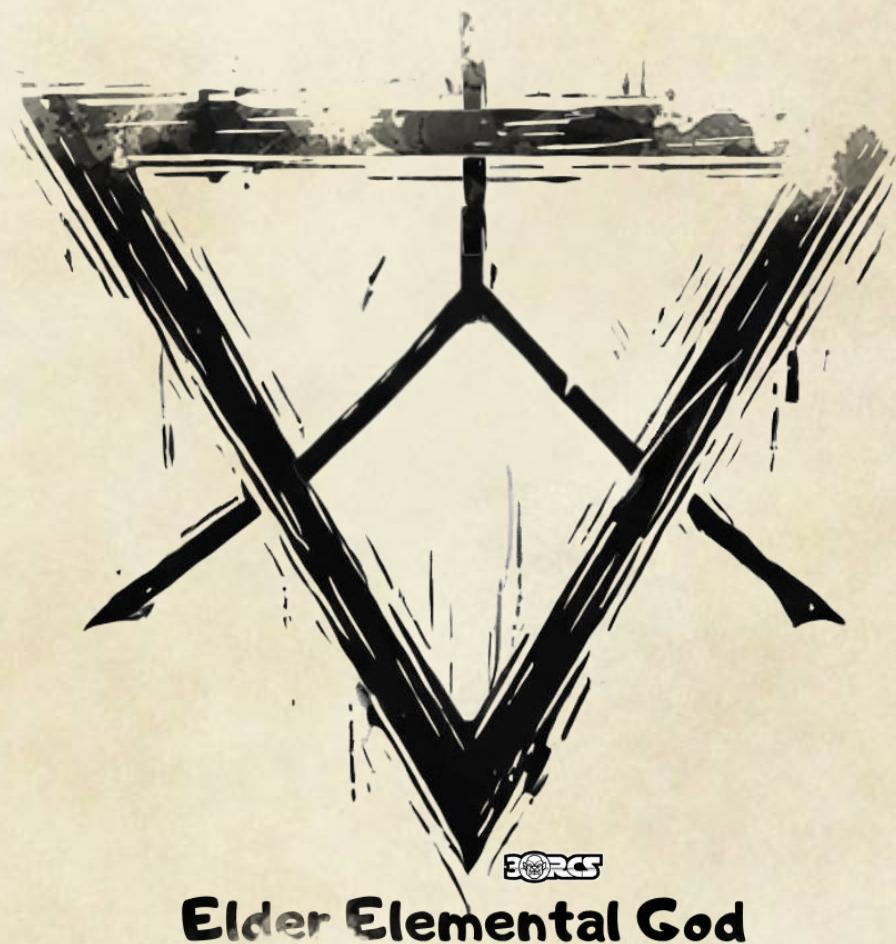
STRATEGIC ACTIONS

- Maintains Temple communication across Verbobonc, Nulb, and Hommlet.
- Uses bribes and blackmail to keep nobles and merchants aligned with Temple interests.
- Oversees smuggling and caravan raids, ensuring stolen goods support the cult's expansion.
- Eliminates threats quietly, using agents to remove troublesome individuals without exposing himself.



THE FOUR ELEMENTAL TEMPLES

E L E M E N T A L C U L T S



ROMAG, HIGH PRIEST

(a.k.a. Prophet of Earth)

Romag, the self-proclaimed Prophet of Earth, currently leads the Cult of the Black Earth within the Temple of Elemental Evil. His rise to power was not through ambition but rather through inheritance of the infrastructure established by his predecessor, Barkinar. Though a skilled manipulator and pragmatic leader, Romag's position is continually threatened by internal dissent and external rivalries. He is a key figure within the greater machinations of the Elder Elemental God.

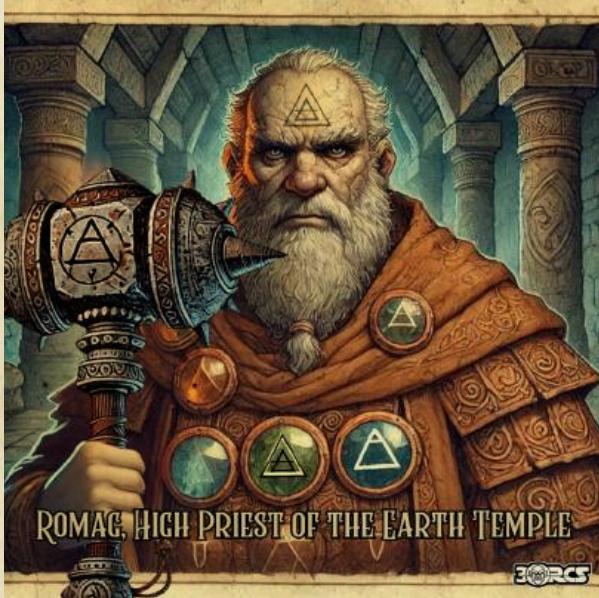
PROPHET OF EARTH

Romag is a stout and imposing figure of Oeridian/Flan mix, his features hardened by years of struggle within the temple's brutal hierarchy. He wears earthen-toned robes embroidered with the sigils of the Black Earth, adorned with gemstones said to hold fragments of elemental power. His expression is often one of cold calculation, his deep-set eyes always assessing potential threats and opportunities.

- Stout and weathered physique, muscular from years of physical endurance.
- Brown and gray robes symbolizing the resilience of the earth.
- Wields a stone-etched warhammer imbued with elemental magic.

PERSONALITY

Romag is pragmatic and calculating but lacks the charisma and ambition of other high priests. He is an expert at maintaining the stability of his faction, focusing on fortifications and defense rather than expansion. Despite his authoritative presence, he struggles to inspire the same fear and devotion that his predecessors commanded, leading to constant challenges from ambitious subordinates.



ROMAG, HIGH PRIEST OF THE EARTH TEMPLE

ROMAG, HIGH PRIEST

Medium humanoid (human), lawful evil, Level 8 Cleric

Armor Class 16 (chain mail +2)

Hit Points 28 (4d8+12)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	16 (+3)	13 (+1)	15 (+2)	13 (+1)

Saving Throws Wis +4, Cha +3

Skills Religion +5, Deception +3

Senses passive Perception 12

Languages Common, Terran

Challenge 3 (700 XP)

Dark Blessing. Romag has advantage on saving throws against being frightened or charmed.

Earth's Resilience (1/Day). As a reaction, Romag can gain resistance to bludgeoning, piercing, and slashing damage for 1 minute.

Spell Casting. Romag is a 4th-level spellcaster (spell save DC 12, +4 to hit with spell attacks). He has the following prepared:

- Cantrips (at will): Magic Stone, Guidance, Mold Earth
- 1st level (3 slots): Command, Cure Wounds, Bane, Earth Tremor
- 2nd level (2 slots): Hold Person, Earthbind, Resist Fire

ACTIONS

Mace +1. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (1d6+3) bludgeoning damage.

Earth's Grip (Recharge 5-6). Melee Weapon Attack: Romag causes the ground in a 10-ft. radius to tremble for 1 minute. Creatures moving through the area treat it as difficult terrain.

EARTH TEMPLE'S ROLE IN THE CULT OF THE ELDER ELEMENTAL GOD

Unlike the Greater Temple leaders, Romag and his followers are true believers in the Elder Elemental God. They see themselves as the chosen harbingers of the god's return and work tirelessly to fulfill its will. Earth Temple clerics wield powers related to stone manipulation, fortification, and crushing their foest.

ROMAG'S FORCES

Romag commands a disciplined and growing military force, structured under his authoritarian rule. His soldiers and clerics form the Elemental Earth Reavers, a formidable force that aims to crush opposition

- Hartsch (Level 2 Cleric, Romag's Adept)
- 40 Human Temple Guards
- 20 Gnolls
- 2 Hobgoblins
- Bugbear (enforcer and bodyguard)

HISTORY OF ROMAG

Origins and Early Life

Romag's journey to his current position within the Temple of Elemental Evil was not one of glory or divine providence, but of betrayal, endurance, and calculated revenge. Before his rise as the High Priest of the Earth Temple, Romag was an unremarkable but ambitious cleric, searching for power and influence wherever he could find it. Born into a minor Oeridian noble house in Verbobonc, Romag's early years were spent toiling under his father's failing landholdings. Seeking a greater destiny, he abandoned his familial duties and pursued the path of the priesthood, drawn to the teachings of the Elder Elemental God—an ancient and forbidden deity that promised power through elemental might.

His journey led him into the company of three other outcasts—Dick Rentsch, his lover Dala, and a cunning wizard named Senshock, who formed a band of fortune seekers delving into forbidden ruins and lost strongholds. Though Romag served as their spiritual guide, his influence in the group was often overshadowed by Senshock's magical prowess and Dick's knack for manipulation.

The Fateful Expedition to the Dwarven Stronghold

The group's most infamous endeavor took them deep into a long-forgotten dwarven stronghold nestled within the Lortmil Mountains. Drawn by legends of wealth and arcane secrets, they ventured too far into the depths and were confronted by the guardians of the fortress—ancient dwarven constructs and fierce sentinels of stone. As the battle raged and the group found themselves overwhelmed, Senshock made a fateful decision—he abandoned Romag to their foes, sacrificing him as a diversion to ensure his own escape along with Dick and Dala.

Romag fought valiantly but was eventually captured by the dwarves, subjected to years of imprisonment within the cold stone halls of their fortress. He endured grueling interrogations, harsh conditions, and the torment of betrayal gnawing at his soul. During his imprisonment, Romag deepened his connection with the earth, drawing strength from the very stone around him, biding his time until he could find a way to escape.

"I was buried once, left to rot beneath stone and soil. Now, I am the mountain that will crush them all." -Romag

Meanwhile, Senshock returned to the Temple of Elemental Evil, leveraging their expedition's plunder to secure a position within the Greater Temple, while Dick and Dala settled in the outlaw town of Nulb, using their ill-gotten gains to establish the Waterside Hostel of Nulb, which served as a front for information gathering and illicit dealings.

"Senshock thinks himself untouchable, but even the tallest towers crumble when their foundations crack."

Escape and the Path to Revenge

After several years in captivity, Romag seized an opportunity during a skirmish within the dwarven stronghold. Using his knowledge of subterranean paths and elemental forces, he escaped the prison, emerging into the wilderness a changed man. Hardened by his years of suffering, Romag's sole purpose became revenge—to reclaim what was taken from him and make those who betrayed him suffer.

Tracking down his former companions, he eventually arrived in Nulb and confronted Dick and Dala at the Waterside Hostel. Fueled by rage and betrayal, Romag nearly killed them both, but they managed to convince him of their remorse and redirected his anger toward Senshock, painting him as the true traitor. The duo offered Romag their loyalty and assistance in infiltrating the Temple of Elemental Evil. Ever the pragmatist, Romag saw the opportunity not only to exact revenge but to rise within the Temple's ranks, so he spared them and instead enlisted their help.

Together, they schemed to leverage Romag's former acquaintance with Senshock, who was now a rising figure in the Greater Temple. Dick and Dala provided valuable intelligence on Temple operations, and Romag, playing on his old relationship with Senshock, convinced the wizard that his past abandonment was forgiven. Sensing an opportunity to control Romag's ambitions and soothe lingering tensions, Senshock brokered a deal with Barkinar, the current leader of the Earth Temple, to appoint Romag as his successor after Barkinar's promotion to the Greater Temple.

Clawing His Way to Power

Despite his new position, Romag found himself the leader of the weakest faction within the Temple. The Earth Temple had long been considered slow and passive compared to the aggressive Fire and Air temples, and Romag's lack of influence meant he struggled to command respect from his peers. The fire prophet Alrrem viewed him with contempt, while Belsornig of the Water Temple sought to manipulate him as a pawn in his own schemes.

Romag was keenly aware of his precarious position and used Dick and Dala's information network in Nulb to spy on his rivals. Slowly but surely, Romag fed critical intelligence to Senshock and Barkinar, gaining favor within the Greater Temple while secretly hoarding knowledge for his own purposes. He began reinforcing the Earth Temple's influence in Nulb, quietly recruiting miners, mercenaries, and enforcers under the guise of hiring workers for temple fortifications.

However, Romag's ultimate goal remained unfulfilled—revenge against Senshock. He meticulously plotted his downfall, knowing that outright confrontation would be suicidal. Instead, Romag played the long game, feigning loyalty for the right moment to strike.

"You cannot bargain with stone. You cannot plead with earth. You will break before I do." -Romag

POLITICAL RELATIONSHIPS

Romag views himself as the stabilizing force within the Temple of Elemental Evil, believing that Elemental Earth represents the true foundation of power. He considers the other elemental factions chaotic and reckless, often using patience and fortification to slowly undermine them. While outwardly loyal to the Greater Temple and Supreme Commander Hedrack, Romag harbors ambitions of expanding his influence, though he lacks the outright cunning and ambition of his rivals.

"Nulb is a swamp of fools and thieves, but even mud can serve a purpose if you shape it well." - Romag

Nulb and Lady Nysera

Romag's influence extends to the village of Nulb, where his ally Dick Rentsch operates the 1. Waterside Hostel of Nulb. Rentsch serves as an informant and recruiter for the Earth Temple, working under the guise of a local entrepreneur. However, Romag faces opposition from Lady Nysera, the current power in Nulb, who seeks to control the town for her own ends.

Key Political Alliances

- **Dick Rentsch and Dala:** His loyal informants in Nulb, but he secretly distrusts them, knowing their true loyalties lie in self-preservation. Loyal to Romag, gathers recruits and spies on rival factions.
- **Senshock:** A dangerous rival whom Romag pretends to serve while plotting his downfall.
- **Barkinar:** Once a mentor, now an obstacle to Romag's ambitions within the Temple.
- **Lady Nysera Krivaltis:** A thorn in Romag's side, she seeks to consolidate power in Nulb
- **Bandits and Pirates:** Romag seeks to leverage these factions for additional influence and resources.

POLITICAL MANEUVERING – GREATER TEMPLE

Though Romag holds the weakest position within the elemental factions, he is far from powerless. His patient and calculated approach has allowed him to endure where others would have fallen. He remains focused on fortifying his position, undermining his enemies through deception, and slowly ascending the ranks of the Greater Temple.

Current Ambitions

- Eliminate or diminish the Water Temple's influence within Nulb and the Greater Temple.
- Consolidate power by securing more direct access to the Elder Elemental God's hidden shrine.
- Undermine rival elemental factions through sabotage and deceit.
- Foster internal strife between the other elemental temples to weaken them.
- Strengthen alliances with bandit leaders in Nulb to ensure a steady flow of recruits and supplies.

SUPREME COMMANDER HEDRACK

- **Public Stance:** Deferential and obedient
- **Private Thoughts:** Sees Hedrack as decadent and preoccupied with his devotion to Iuz, which leaves the Temple vulnerable to internal conflicts. Romag believes that with enough patience and military buildup, the Earth Temple can outlast Hedrack.
- **Strategy:** Romag avoids direct confrontation with Hedrack, instead presenting himself as a stabilizing force within the Temple. He subtly undermines Hedrack's authority by exploiting his indulgences and orchestrating minor setbacks that highlight the Greater Temple's inefficiency.

CANON BELSORNIG OF THE WATER TEMPLE

- **Public Stance:** Mutual distrust masked as cooperation
- **Private Thoughts:** Romag despises Belsornig's manipulative nature and views him as the most dangerous rival within the Temple. He knows that Belsornig is working to subvert his forces and is determined to prevent the Water Temple from gaining the upper hand.
- **Strategy:** Romag keeps his dealings with Belsornig strictly transactional, avoiding entanglement while fortifying his own position. He secretly tries to undermine Belsornig's operations by intercepting his supply lines and influencing Nulb's smugglers to divert resources to the Earth Temple.

PREFECT ALREM OF THE FIRE TEMPLE

- **Public Stance:** Open rivalry and disdain
- **Private Thoughts:** Romag views Alrem as reckless and desperate, a man who cannot be trusted to lead or cooperate. He sees Fire as a destructive force that threatens the Temple's stability and actively works to weaken Alrem's position.
- **Strategy:** Romag has refused every overture from the Fire Temple for an alliance, instead bolstering his forces to defend against Alrem's inevitable aggression. He feeds Hedrack reports of Alrem's instability and uses the gnolls gifted to him by King Korvash to harass Fire Temple operations.

KELNO OF THE AIR TEMPLE

- **Public Stance:** Wary tolerance
- **Private Thoughts:** Romag considers Kelno a weak and indecisive leader, easy to manipulate but not worth serious concern. However, he remains wary of Kelno's attempts to bargain with rival factions.
- **Strategy:** Romag uses Kelno's desperation to his advantage, offering occasional support in exchange for information on the Fire and Water Temples. He has placed spies among Kelno's bugbears, ensuring that he is informed of the Air Temple's movements.

"Alrem's fire burns brightly, but even the fiercest blaze leaves only ash and regret." - Romag

SENSHOCK TEMPLE WIZARD AND ADVISOR

- **Public Stance:** Cautious respect
- **Private Thoughts:** Romag acknowledges Senshock's power but deeply distrusts his loyalty to Iuz. He believes the wizard meddles too much in Temple politics and watches him closely for signs of betrayal.
- **Strategy:** Romag maintains a professional relationship with Senshock, offering token support to his initiatives while ensuring the Earth Temple remains self-sufficient in magical resources. He seeks to avoid confrontation.

COMMANDER BARKINAR, TEMPLE TROOPS

- **Public Stance:** Courteous cooperation
- **Private Thoughts:** Romag respects Barkinar's military prowess and sees him as a potential ally, though he remains cautious of his ambitions. He believes Barkinar's disciplined approach aligns well with Earth Temple ideals.
- **Strategy:** Romag carefully cultivates a working relationship with Barkinar, offering logistical support and subtly influencing him to align against Alrrem and Belsornig. He ensures the Earth Temple's troops remain disciplined and well-trained.

FELDRIN, TEMPLE SECURITY

- **Public Stance:** Mutual respect
- **Private Thoughts:** Romag sees Feldrin as a competent but inflexible leader who is unlikely to pose a direct threat. However, he recognizes that Feldrin's loyalty to Hedrack makes him a dangerous obstacle to any long-term ambitions.
- **Strategy:** Romag maintains a professional but distant relationship with Feldrin, ensuring that Earth Temple operations stay within approved guidelines to avoid drawing his attention. He leverages Feldrin's respect for order to his advantage, positioning himself as the most disciplined of the elemental leaders.

FALRINTH (TEMPLE DIVINER AND OCCULTIST)

- **Public Stance:** Dismissive indifference
- **Private Thoughts:** Romag sees Falrinth as an eccentric recluse whose obsession with forbidden knowledge poses little immediate threat. He regards the diviner's presence as a nuisance but acknowledges that his knowledge could prove useful in the future.
- **Strategy:** Romag does not engage directly with Falrinth, preferring to let others deal with him. However, he keeps an eye on the diviner's activities through intermediaries, he stays informed of any discoveries that might shift the balance of power.

"The earth cares not for the mutterings of madmen." - Romag



Earth Cult

SMIGMAL REDHAND TEMPLE ASSASSIN

- **Public Stance:** Cordial wariness
- **Private Thoughts:** Romag recognizes Smigmal Redhand as a dangerous figure and a potential informant for his rivals. He suspects she is gathering intelligence on behalf of Falrinth or Belsornig and shields sensitive operations from her eyes.
- **Strategy:** Romag keeps Smigmal at a distance, offering occasional "gifts" to maintain an air of cordiality while ensuring his trusted guards remain vigilant in her presence. He is considering employing his own assassins to counteract her influence.

"A blade hidden in the dark is no match for stone walls and iron discipline." - Romag

TACTICS AND STRATEGY

The Cult of the Black Earth, under Romag's leadership, excels in defensive warfare and siege tactics. They employ monsters like bulettes and ankhegs to create subterranean strongholds and trap-laden passageways. Romag prefers to avoid direct confrontation, using the terrain and his followers' expertise to wear down foes.

Tactical Strengths

- **Fortification:** Expert in defensive strongholds and underground networks.
- **Ambush:** Uses terrain and tunnels to set traps.
- **Endurance:** Prefers attrition-based tactics, outlasting enemies over prolonged engagements.



Black Earth Raider

KELNO, HIGH PRIEST

High Priest Kelno is the embittered and cunning leader of the Air Temple within the Temple of Elemental Evil. Once an ambitious cleric with grand designs, Kelno now stands as the sole survivor of his temple's leadership, his apprentices having been slain in the vicious power struggles between the elemental factions. Hailing from the lawless city of Narwell on The Wild Coast, Kelno brings a ruthless pragmatism and a keen eye for opportunity to the Temple's dark cause. He believes himself to be the true voice of Elemental Evil, despite his constant struggles against rival factions.

MASTER OF THE AIR TEMPLE

Kelno is a wiry Oeridian/Suel man in his late forties with sharp, hawk-like features and piercing blue eyes that reflect both intelligence and paranoia. His dark, thinning hair is always meticulously combed back, and he wears chain mail beneath flowing gray robes adorned with swirling air motifs. His demeanor is cold and calculating, his every word chosen with precision to further his hidden goals. He is rarely seen without his enchanted cloak of protection and his prized mace +1.

BACKGROUND

Born in Narwell, a city known for its cunning thieves and ambitious bandits, Kelno grew up learning the value of alliances and betrayal. Drawn to the worship of the Elder Elemental Eye through whispered promises of power, he abandoned his previous faith in the Suel deity Norebo, god of luck and thieves, and joined the Temple's resurgence to seek his fortune.

- Joined the Earth Temple initially but sought greater influence by shifting to the Air Temple.
- Quickly rose through the ranks by undermining rivals and leveraging his connections in the Wild Coast to supply the Temple with mercenaries.
- After the deaths of his apprentices at the hands of the Fire and Water Temples, Kelno has turned his focus to vengeance employing bugbears and gnolls.



PREFECT KELNO

Medium humanoid (human), Cleric (Level 5), chaotic evil

Armor Class 18 (+1 chain mail, ring of protection)

Hit Points 32 (5d8 + 10)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	14 (+2)	11 (+0)	16 (+3)	13 (+1)

Saving Throws Wis +5

Skills Deception +3, History +2, Religion +4

Senses passive Perception 13

Languages Common, Goblin

Challenge 3 (700 XP)

Spellcasting. Kelno is a 5th-level spellcaster (Wisdom, Spell Save DC 13, +5 to hit).

- Cantrips (at will): light, mending, resistance, thunderclap
- 1st level (4 slots): command, cure wounds, protection from evil and good, sanctuary
- 2nd level (3 slots): blindness/deafness, dust devil, gust of wind, skywrite, warding wind
- 3rd level (2 slots): protection from energy

Special Equipment.

- +1 Chain Mail (AC bonus included)
- Ring of Protection (+1 to AC and saving throws)
- +1 Ridged Mace (1d8+3 slashing)
- Dagger of Venom (1d4+4 piercing, DC 15 Con save or take 2d10 poison and be poisoned for 1 min, once per day)

ACTIONS

Dagger of Venom. Melee Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 6 (1d4 + 4) piercing damage, DC 15 Con save or take 11 (2d10) poison damage and be poisoned for 1 min. (1/day)

+1 Ridged Mace. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage.

Deathly Wind. Reactions: Kelno magically deflects a ranged attack made against him, pushing the attacker back 10 ft. if within 60 ft. (DC 13 Dex save or knocked prone).

PERSONALITY

Kelno is arrogant and fanatical, seeing himself as the true voice of Elemental Evil. He views the Elder Elemental God as an invisible storm, whispering chaos and destruction to those who will listen. Despite his confidence, he struggles with his diminishing influence and constant setbacks caused by rival factions. Kelno is a bitter, self-serving manipulator who thrives in the treacherous environment of the Temple. He has an intense hatred for both the Fire and Water Temples, blaming them for his setbacks, and is willing to bargain with anyone to see them suffer.

"I care not for their blind faith—I seek power, and I will have it." - Kelno

ROLE IN THE TEMPLE

Kelno holds sway over the remaining forces of the Air Temple, maintaining his position by hiring and bribing mercenaries, primarily bugbears and gnolls. His chamber is a grim reflection of his dwindling resources—his personal wealth drained in his pursuit of vengeance and power. Despite this, Kelno remains a force to be reckoned with, using deception and alliances to stay relevant.

- **Recruitment:** Maintains contacts in Narwell and Nulb to bring in additional forces to the Temple.
- **Weather Manipulation:** Seeks to control local weather patterns to demoralize enemies and sow chaos.
- **Espionage:** Uses spies within the Temple to monitor rival factions and report weaknesses.
- **Survival Tactics:** Avoids direct confrontation, relying on trickery and escape routes such as concealed passages.
- **Political Maneuvering:** Works closely with Hedrack but secretly plots to improve his standing by exploiting the Greater Temple's conflicts.

POLITICAL RELATIONSHIPS

Kelno navigates the Temple's volatile politics with skill, balancing alliances and rivalries with a keen sense of self-preservation.

- **Hedrack (Supreme Commander):** Pretends loyalty but secretly despises his rule and longs to usurp his influence.
- **Belsornig (Water Temple Leader):** His greatest rival, and Kelno dreams of using his dagger of venom against him.
- **Alrrem (Fire Temple Leader):** A hated adversary whom Kelno blames for his losses.
- **Romag (Earth Temple Leader):** Considers him an easy pawn to manipulate in his schemes.
- **Smigmal Redhand (Assassin Leader):** A dangerous figure whom Kelno seeks to employ for clandestine operations.

"The winds of fate shift constantly; only fools stand against the storm." - Kelno

FORCES UNDER KELNO'S COMMAND

Kelno's Bodyguards – Personal enforcers and guards.

- **Bugbears (16):** Heavy shock troops used for raids and ambushes.
- **Gnolls (2):** Mercenaries, scouts skilled in tracking.
- **Goblins (4):** Runners, spies, and messengers.

Potential Reinforcements from the Water Temple

- **Bugbear Chieftain:** Considering shifting allegiance.
- **Bugbear Guards (4):** His personal bodyguards who may join the Air Temple ranks.



MOTIVATIONS AND GOALS

Cult of the Howling Hatred (Air Temple) Kelno and his followers believe the Elder Elemental God manifests as an invisible storm, whispering secrets of chaos and devastation. Their faith is rooted in the belief that the air element holds the ultimate power to erode civilization.

- **Belief:** The Elder Elemental God manifests as an invisible storm, bringing whispers of chaos and the power to sweep away civilization.
- **Goal:** Focuses on controlling the skies, manipulating weather, and summoning devastating wind.
- Avenge his fallen apprentices by orchestrating the downfall of the Fire and Water Temples.
- Rebuild his power by securing more mercenaries and bribing key figures.
- Gain greater influence within the Temple, positioning himself as a contender for power.
- Escape if needed, having multiple plans to flee should the Temple fall.

TACTICS AND STRATEGY

Kelno fights with caution, avoiding direct combat whenever possible. Relies on his bugbear and gnoll guards while he retreats to plan his next move.

TEMPLE POLITICS

Kelno, the Air Temple's cleric, finds himself caught in the power struggles of the Temple of Elemental Evil. Belsornig, leader of the Water Temple, seeks to undermine the Air Temple's humanoid forces by manipulating their loyalties. Rather than using direct force, Belsornig plays a more insidious game, leveraging the Fire Temple's Alrrem as a looming threat to Kelno's authority. At the same time, the bugbear chieftain—aware of the Water Temple's dealings with the troll chieftain—has begun secretly negotiating with the Air Temple's bugbear forces (areas 223-226). Should the Water Temple successfully secure the trolls' allegiance (areas 203, 218-219), the bugbears plan to defect en masse to the Air Temple.

ALRREM, PREFECT (A.K.A. CHIEF CLERIC)

Prefect Alrrem is the cunning and ambitious leader of the Fire Temple, a once-powerful faction within the Temple of Elemental Evil. With his forces dwindling and influence waning, he is desperate to reclaim the former glory of his temple. Alrrem is known for his fiery temper, lavish appearance, and skill in political manipulation within the Temple's volatile hierarchy. His past is haunted by his betrayal of his own brother, Ashrem, an act that both secured his rise and now fuels his paranoia.

CHIEF CLERIC OF THE FIRE TEMPLE

Alrrem is a middle-aged Oeridian with a commanding presence, his features hardened by years of struggle and betrayal. A stocky build, piercing dark eyes, and a closely trimmed beard. He wears a resplendent robe of deep crimson with purple lining and golden trim, adorned with garnet-inlaid fire symbols and skull motifs. A gold fire amulet set with a ruby rests on a chain around his neck, a potent symbol of his fiery devotion. In battle, he is armed with a hammer +2, his magical chain mail and shield providing ample protection.

TACTICS AND STRATEGY AND MOTIVATIONS

- Ultimatums and Threats:** Uses threats and promises of rewards to coerce allies and undermine enemies.
- Defensive Positioning:** Relies on his guards and clerics to hold the line in combat.
- Desperate Measures:** Will flee or sacrifice allies if the Fire Temple's survival is at risk.
- Reclaim Fire Temple Glory:** Desperately seeks to restore the Fire Temple's prominence.
- Crush Rivals:** Aims to eliminate Belsornig and Kelno as threats to his dominance.
- Secure Earth Temple Alliance:** Attempts to manipulate Romag into supporting the Fire Temple.



PREFECT ALRREM

ALRREM, PREFECT

Medium humanoid (human), Cleric (Level 5), chaotic evil

Armor Class 21 (+2 chain mail, +1 shield)

Hit Points 65 (10d8 + 20)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	10 (+0)	16 (+3)	14 (+2)

Saving Throws Con +4, Wis +5

Skills Deception +4, Intimidation +4, Religion +2

Senses passive Perception 13

Languages Common, Goblin

Challenge 4 (1,100 XP)

Special Equipment. +2 Chain Mail (AC bonus included), +1 Shield, +2 Warhammer (engraved with fire runes)

Burning Eminence. As a bonus action, Alrrem can expend a spell slot to make his melee weapon attacks deal an additional 10 (3d6) fire damage until the end of the turn. Expend a 2nd-level spell slot or higher, fire damage increases by 1d6 per level.

Dark Devotion. Alrrem has advantage on saving throws against being charmed or frightened.

Spellcasting. Alrrem is a 5th-level spellcaster (Wisdom, Spell Save DC 13, +5 to hit).

- Cantrips (at will): control Flames, create bonfire, light, resistance, sacred flame, thaumaturgy
- 1st level (4 slots): command, cure wounds, sanctuary
- 2nd level (3 slots): blindness/deafness, flaming arrows, hold person, pyrotechnics, spiritual weapon
- 3rd level (2 slots): dispel magic, flame walk

ACTIONS

Multiattack. Alrrem makes two melee weapon attacks.

+2 Warhammer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage, or 8 (1d10 + 3) if wielded with two hands.

Light Hammer. *Melee Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 3 (1d4 + 1) bludgeoning damage.

ALRREM'S COMMAND

- Commander Varek Redflame (Level 5 Fighter):** Fire Guards Leader, enforcer of Alrrem's will.
- Werewolves (2):** Savage enforcers used for ambushes and assassinations.
- Bugbears (7):** Shock troops deployed for ambushes and temple defense.
- Thogran Ashmaw Half-Orc Cleric/Fighter (Level 3/3):** Liaison to Bugbear Guards
- Othrel the Blackened Curate (Level 4 Cleric):** Ritual Specialist
- Vrogg Flameskin Troll, Hydra Keeper (Level 6)**

HISTORY AND BACKGROUND

Alrrem and his brother Ashrem were born and raised in Dyvers, where he served as a lesser priest of the Oeridian goddess Sotillion, seeking wealth and influence. His brother Ashrem, a priest of Wenta, served alongside him. The two siblings were lured into the Temple of Elemental Evil by Hedrack, who appealed to their ambition through opulence and indulgence. Both brothers found themselves initiated into the Temple—Alrrem to the Fire Temple and Ashrem to the Air Temple, their natural inclinations guiding their choices.

- Alrrem proved to be a natural leader within the Fire Temple, rising through the ranks quickly.
- However, his leadership faltered in the aftermath of The Battle of Emridy Meadows, where the forces of the Temple were decisively defeated.
- During the First Temple's fall, his faction led a disastrous offensive, leading to their decline in power.
- He betrayed his brother Ashrem, offering him as a sacrifice to the Elder Elemental God, an act that cemented his position but left him emotionally scarred.
- Alrrem's faction never fully recovered, and now he struggles to regain dominance by manipulating rival factions.

THE BETRAYAL OF ASHREM

As the Fire Temple rose in prominence, Alrrem saw an opportunity to consolidate power. Fearful of his brother's growing influence within the Air Temple, Alrrem conspired with his rivals and betrayed Ashrem, offering him as a sacrifice to the Elemental Nodes. However, unknown to Alrrem, Ashrem survived the ordeal, using his magic to heal his wounds and escape into the labyrinthine depths of the nodes. Now trapped, Ashrem has become a vengeful figure lurking in the shadows, plotting against his brother and waiting for the moment to strike back. Though Alrrem publicly claims indifference, the knowledge of his brother's survival gnaws at his mind, driving him to increasing paranoia.

PERSONALITY AND MOTIVATION

Alrrem is a desperate and ambitious leader, fully aware that his temple's power is waning. He is both cunning and reckless, willing to take great risks to restore the Fire Temple's former glory.

- **Manipulative Opportunist:** Seeks alliances and exploits weaknesses among his rivals.
- **Loyal to Fire:** Believes in the destructive purity of elemental fire and the inevitable dominance of his temple.
- **Vengeful and Resentful:** Holds grudges against those who have wronged him, especially the Water and Air Temples.



ROLE IN TEMPLE POLITICS

Alrrem, the embattled leader of the Fire Temple, is desperate to reclaim his faction's former glory. With fewer resources and declining influence, he relies on bluster, intimidation, and reckless ambition to assert himself. Alrrem considers himself the rightful ruler of the Temple of Elemental Evil, believing that fire's destructive power is the only true path to dominance. He views the other elemental factions with disdain, considering them weak and misguided. Despite his bravado, he is pragmatic enough to understand the need for temporary alliances.

SUPREME COMMANDER HEDRACK (GREATER TEMPLE LEADER, MOUTH OF IUZ)

- **Public Stance:** Resentful obedience
- **Private Thoughts:** Alrrem despises Hedrack, believing that his obsession with Iuz has corrupted the Temple's original purpose. However, he outwardly swears loyalty, hoping to usurp him.
- **Strategy:** Alrrem feigns obedience while secretly working to gather enough strength to challenge Hedrack's leadership. He constantly undermines the Greater Temple's authority by stoking tensions between factions.

CANON BELSORNIG (HIGH PRIEST OF THE WATER TEMPLE)

- **Public Stance:** Open hostility and rivalry
- **Private Thoughts:** Belsornig's Alrrem's greatest rival and the biggest obstacle to his ambitions. Alrrem sees the Water Temple's influence as an insidious threat that must be eradicated.
- **Strategy:** Alrrem has launched multiple sabotage attempts against the Water Temple, seeking to weaken Belsornig's forces and credibility. He openly antagonizes him in meetings and commands his minions to spread misinformation about Water Temple corruption.

ROMAG (HIGH PRIEST OF THE EARTH TEMPLE)

- Public Stance: Scornful dismissal
- Private Thoughts: Alrem views Romag as a slow and ponderous fool, too concerned with fortifications and patience to be a real threat. However, he secretly fears the Earth Temple's steady growth.
- Strategy: Alrem attempts to lure Romag into rash actions by provoking him through minor skirmishes and insults. He hopes to force the Earth Temple into conflict with the Water Temple, weakening both while Fire regains its power.

"Romag thinks his stones will last forever, but even the mightiest mountain can be reduced to ash."

KELNO (HIGH PRIEST OF THE AIR TEMPLE)

- Public Stance: Contempt and condescension
- Private Thoughts: Alrem sees Kelno as a spineless opportunist, incapable of real leadership. He does not consider the Air Temple a threat but remains wary of Kelno's willingness to switch allegiances.
- Strategy: Alrem uses Kelno as a pawn, feeding him false promises of alliances while secretly undermining him. He encourages Kelno's paranoia, ensuring the Air Temple remains too weak.

SENSHOCK (TEMPLE WIZARD AND ADVISOR TO HEDRACK)

- Public Stance: Tenuous cooperation
- Private Thoughts: Alrem respects Senshock's magical power but finds him insufferable and meddlesome. He believes the wizard's loyalty to Hedrack makes him dangerous.
- Strategy: Alrem works to keep Senshock occupied with petty intrigues and false leads, preventing him from focusing on the Fire Temple's activities. He seeks ways to counter Senshock's influence by recruiting his own spellcasters.

COMMANDER BARKINAR (COMMANDER OF THE GREATER TEMPLE TROOPS)

- Public Stance: Mutual distrust
- Private Thoughts: Alrem sees Barkinar as a dangerous rival and a potential challenger to his position. Barkinar's growing influence over the Temple's military forces threatens Alrem's fragile grip on power.
- Strategy: Alrem attempts to weaken Barkinar by undermining his relationships with other factions, particularly through bribing the mercenaries under his command. He seeks to turn the rank-and-file troops against Barkinar with promises of wealth and glory under the Fire Temple.

"Barkinar plays the long game, but he'll find that my fire consumes everything in time." - Alrem

FELDRIN (COMMANDER OF TEMPLE SECURITY)

- Public Stance: Respectful cooperation
- Private Thoughts: Feldrin's loyalty to Hedrack makes him a dangerous obstacle, but Alrem respects his tactical mind and military discipline.
- Strategy: Alrem treats Feldrin with respect and provides logistical support in an attempt to gain his trust. He hopes to one day sway Feldrin's loyalty away from Hedrack and toward his own cause.

FALRINTH (TEMPLE DIVINER AND OCCULTIST)

- Public Stance: Disdainful amusement
- Private Thoughts: Alrem considers Falrinth an eccentric fool obsessed with ancient mysteries. However, he fears the wizard's divinations may expose his secret dealings.
- Strategy: Alrem keeps his distance from Falrinth, ensuring his plans remain hidden. He occasionally supplies him with trinkets and false information to keep him distracted. "Falrinth searches for answers in the dirt. Let him, while I shape the future in fire."

SMIGMAL REDHAND (TEMPLE ASSASSIN AND SPY, LOVER OF FALRINTH)

- Public Stance: Distrustful neutrality
- Private Thoughts: Alrem recognizes Smigmal as a dangerous wildcard who could shift alliances at any moment. He knows she is gathering intelligence on behalf of Falrinth and possibly others.
- Strategy: Alrem keeps Smigmal at arm's length, offering her occasional bribes and missions to keep her from turning against him. He is always wary of her presence and has contingency plans in place to eliminate her if necessary. "Smigmal is a viper; useful, but you'd best not turn your back on her."

ASHREM (FORMER AIR TEMPLE LEADER)

Alrem's betrayal of his brother, leading to Ashrem's sacrifice, haunts him to this day. A dark specter from Alrem's past; though believed dead, his brother's survival weighs heavily on his mind.

CURRENT STRATEGY

- Sending ultimatums to the Earth Temple, offering rewards for their allegiance.
- Secretly colluding with mercenaries and bandits in Nulb to increase his forces.
- Planting false rumors to cause dissension within rival temples.

PREFECT ALREM WRITTEN MESSAGE TO HIGH PRIEST ROMAG OF THE EARTH TEMPLE

"Your rewards will be great if you bend your knee to Fire. Bring all of your forces here to me now, and swear fealty. If you fail to heed this advice..."

"Hedrack is blind to the Temple's true purpose. Fire will purge his corruption soon enough." - Alrem

BELSORNIG, CANON

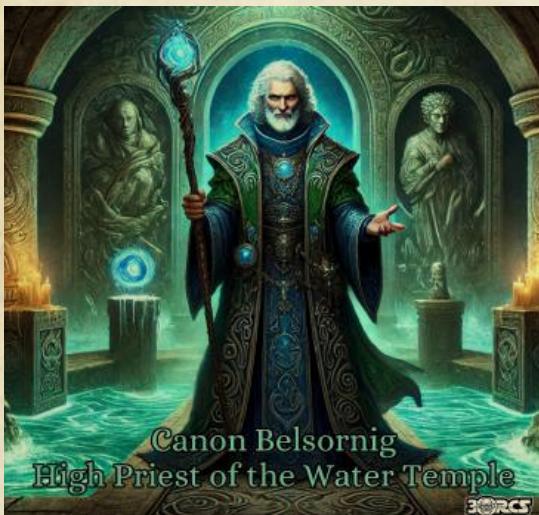
Canon Belsornig is the cunning and ambitious High Priest of the Water Temple within the Temple of Elemental Evil. A master of political intrigue and manipulation, Belsornig seeks to expand his influence and eliminate his rivals, particularly Alrrem of the Fire Temple and Kelno of the Air Temple. With a network of spies and agents both inside the Temple and in Nulb, Belsornig's reach extends far beyond the flooded halls of his temple. His ultimate goal is to claim dominance over the entire Temple of Elemental Evil and shape it in his image of destruction and rebirth through water.

- **Appearance:** Belsornig is a wiry, middle-aged Oeridian/Suel with an aquiline nose and piercing blue eyes that seem to see through any facade. His silver-threaded black hair is usually slicked back, and his robes are embroidered with aquatic motifs.
- **Personality:** Arrogant and manipulative, Belsornig delights in outsmarting his enemies and peers. He thrives on chaos and views the struggles within the Temple as a proving ground for his superiority. While capable of extreme cruelty, he can feign kindness to manipulate those around him.

BACKGROUND

Born in Hardby, near the Woolly Bay, Belsornig was drawn to the Temple of Elemental Evil after years of political maneuvering in his homeland. He saw in the Water Temple a chance to wield true power and establish himself as a dominant force. He quickly rose through the ranks by exploiting rival factions and eliminating threats within the Temple.

- **Rise to Power:** His knack for building alliances and exploiting weaknesses quickly propelled him through the ranks. He gained favor with the Greater Temple leadership by delivering key victories, solidifying his position as head of the Water Temple.
- **Philosophy:** Belsornig believes the world must be reshaped through destruction and cleansing floods, a vision aligned with his patron elemental powers.



CANON BELSORNIG

Small guy, weird neutral

Armor Class 14 (chain mail, shield)

Hit Points 6(1d4 + 5)

Speed 8ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	16 (+3)	14 (+2)	20 (+5)	5 (-2)

Condition Immunities melancholy, weak-kneed

Senses darkvision 60 ft., passive Perception 8

Languages Gibberish, Common

Challenge 1 (561 XP)

Proficiency Bonus +2

Big Jerk. Whenever this creature makes an attack, it starts telling you how much cooler it is than you.

Onion Stench. Any creatures within 5 feet of this thing develops an irrational craving for onion rings.

Onion Stench. Any creatures within 5 feet of this thing develops an irrational craving for onion rings.

Hangri ness. This creature is angry, and hungry. It will refuse to do anything with you until its hunger is satisfied.

When in visual contact with this creature, you must purchase an extra order of fries, even if they say they aren't hungry.

ACTIONS

Gory Body Sweep. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit 5 (1d6 + 2)*

Tilt-a-whirl Chin Sleeper. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit 5 (1d6 + 2)*

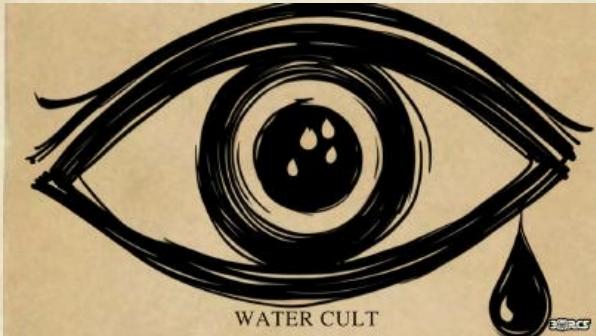
DDT Powerbomb. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit 5 (1d6 + 2)*

Turnbuckle Roll. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit 5 (1d6 + 2)*

ROLE IN THE TEMPLE

As High Priest of the Water Temple, Belsornig commands a significant force and works tirelessly to expand his influence.

- **Leadership:** As the Prophet of the Water Temple, Belsornig commands a significant faction within the Temple of Elemental Evil. His charisma and cunning make him a dangerous rival to the other elemental factions.
- **Factional Politics:** Belsornig is actively working to undermine the Air Temple by sowing discord among its members. Constantly undermines the Fire and Air Temples while seeking an alliance with Romag of the Earth Temple. He also maintains a careful alliance with the Fire Temple, leveraging their shared disdain for the Earth Temple.



RELATIONSHIPS

Belsornig maintains a facade of loyalty to the Greater Temple but secretly plots to usurp its leadership, believing that the power of elemental water is the key to dominance. He views his rivals within the Temple as obstacles to be manipulated or removed and uses his extensive network of agents to further his ambitions. His alliances are based solely on pragmatism, and he will betray anyone if it serves his interests.

HEDRACK (SUPREME COMMANDER)

- Public Stance: Feigned loyalty
- Private Thoughts: Sees Hedrack as an overindulgent ruler whose distractions leave the Temple vulnerable to internal coups.
- Strategy: Belsornig remains outwardly deferential, as a loyal supporter of the Greater Temple's goals. In truth, he works behind the scenes to weaken Hedrack's influence, seeking to replace him. He uses agents within the Greater Temple to sow discord and ensure that Hedrack remains distracted.

ROMAG (HIGH PRIEST OF THE EARTH TEMPLE)

- Public Stance: Pretends to consider an alliance
- Private Thoughts: Views Romag as a narrow-minded zealot who lacks the vision to wield true power.
- Strategy: Belsornig manipulates Romag by offering false promises of alliance against Kelno and Alrrem while ensuring the Earth Temple remains too weak to act independently. He uses Romag's desire for stability while keeping him reliant on his resources.

KELNO (HIGH PRIEST OF THE AIR TEMPLE)

- Public Stance: Dominating pressure and threats
- Private Thoughts: Considers Kelno weak and easily manipulated; views him as a tool against Alrrem.
- Strategy: Belsornig enjoys intimidating Kelno, using both political maneuvering and military pressure to keep the Air Temple subservient. He encourages Kelno's paranoia by planting false information about threats from Alrrem. Also bribing his bugbears.

ALRREM (HIGH PRIEST OF THE FIRE TEMPLE)

- Public Stance: Open hostility and political threat.
- Private Thoughts: Views Alrrem as his most dangerous rival and actively seeks to destroy him.

- Strategy: Belsornig works to subvert Alrrem's remaining forces, spreading dissent among his troops and funding spies. To turn Alrrem's own bugbear mercenary with promises of greater wealth. If given the opportunity, Belsornig will not hesitate to expose Alrrem's weaknesses to Hedrack.

SENSHOCK (LORD WIZARD OF THE GREATER TEMPLE)

- Public Stance: Polite but distant cooperation
- Private Thoughts: Recognizes Senshock's value but distrusts him deeply.
- Strategy: Belsornig carefully avoids confrontation with Senshock, instead seeking to use the wizard's desire for power against him. He provides misinformation to keep Senshock focused on other targets. He knows Senshock's loyalty is to power alone, and he would strike a deal.

FALRINTH (TEMPLE DIVINER AND OCCULTIST)

- Public Stance: Cordial but dismissive
- Private Thoughts: Considers Falrinth a madman.
- Strategy: Belsornig largely ignores Falrinth, viewing him as obsessed with arcane mysteries. He keeps an eye on Falrinth's discoveries, recognizing that the wizard's obsession with forbidden knowledge could eventually produce something valuable.

SMIGMAL REDHAND (TEMPLE ASSASSIN AND SPY, LOVER OF FALRINTH)

- Public Stance: Cautious neutrality
- Private Thoughts: Views Smigmal as an unpredictable threat and potential asset.
- Strategy: Belsornig regards Smigmal with a mix of wariness and intrigue. As Falrinth's lover, she holds influence over the enigmatic diviner, making her a valuable pawn. He has approached Smigmal with offers of wealth and power in an attempt to turn her against her lover. However, he remains cautious, knowing that she is a deadly assassin.

COMMANDER BARKINAR (TEMPLE TROOPS COMMANDER)

- Public Stance: A necessary ally
- Private Thoughts: Sees Barkinar as a dangerous yet pragmatic soldier who can be swayed.
- Strategy: Belsornig keeps Barkinar close, offering tactical resources in exchange for loyalty. He understands that Barkinar ultimately serves whoever offers the greatest advantage.

COMMANDER FELDRIN (SUB-LEVEL SECURITY CHIEF)

- Public Stance: Contemptuous but professional
- Private Thoughts: Considers Feldrin a threat, given his deep loyalty to Hedrack.
- Strategy: Belsornig takes care to avoid open conflict with Feldrin.

GEFREID PATRIS

Gefreid Patris is a ruthless bandit and overseer of the Hunting Cabin, a critical node in the Temple of Elemental Evil's supply chain. As Commander Feldrin's lieutenant, he manages the movement of supplies, prisoners, and slaves between Nulb, the Moathouse, and the Greater Temple. Gefreid operates with cunning efficiency and brutal pragmatism, ensuring the Temple's operations run smoothly while keeping his own ambitions hidden under a veil of loyalty.

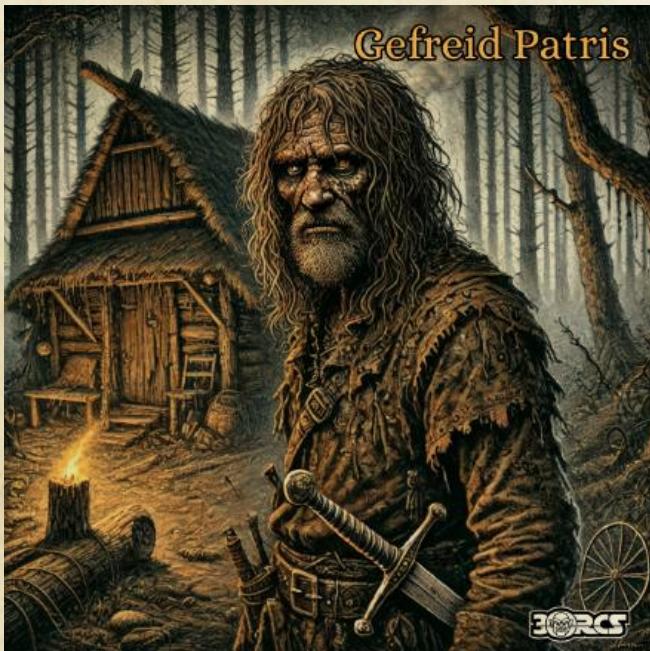
"This cabin is just a hunting lodge, nothing more. You'd best turn back before you see something you shouldn't." - Gefreid

PERSONALITY

- Manipulative:** Gefreid is cunning and quick to exploit others' weaknesses, whether they are gnolls, bandits, or his enemies.
- Pragmatic:** Focused on results, Gefreid values efficiency above loyalty, and is willing to make sacrifices for the success of his operations.
- Callous:** Treats prisoners and slaves as disposable resources, showing no empathy or remorse.
- Isolationist:** Prefers the wilds and the company of gnolls over human settlements, finding solace in his solitude and savagery.

Behaviors

- Prefers to let others (such as his gnoll lieutenant, Gnongrin) do the talking, especially with strangers.
- Will pretend to be a hunter owning the cabin if approached by outsiders, offering a false air of friendliness to mislead or delay them.



"I don't like to kill for fun. But if you force my hand, I won't lose sleep over it." - Gefreid

GEFREID PATRIS

Medium Humanoid, Chaotic Evil, Fighter 4

Armor Class 16 (Scale Mail, Shield, Ring of Protection +1)

Hit Points 27 (4d10+4)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (0)	12 (+1)	8 (-1)	8 (-1)	CHA 7 (-2)

Saving Throws Str +3, Con +3

Skills Intimidation +2, Survival +2

Senses passive Perception 9

Languages Common

Challenge 3 (700 XP)

Fighting Style (Dueling). When wielding a melee weapon in one hand, Gefreid gains +2 to damage rolls (in the stat block).

Second Wind (1/Short Rest). As a bonus action, Gefreid regains 1d10+4 HP.

Action Surge (1/Short Rest). On his turn, he can take an extra action, allowing for additional attacks or movement.

ACTIONS

Multiattack. Gefreid makes two melee attacks.

Masterwork Hand Axes. *Melee Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 9 (1d6+5) slashing damage (includes Dueling Fighting Style bonus).

Longbow. *Melee Weapon Attack:* +2 to hit, range 150/600 ft., one target. Hit: 4 (1d8) piercing damage.

Brutal Opportunist. If Gefreid attacks a creature that is flanked or unaware, he deals an additional 4 (1d8) damage once per turn.

THE HUNTING CABIN'S DEFENSES

- Gnongrin (Gnoll Shaman):** Gnoll druid.
- Gnolls (20):** Fierce warriors armed with glaive.
- Hyenas (3):** Trained beasts that patrol the grounds.
- Giant Hyena:** (Charmed by Charm Mammal).

RELIANCE ON THE GNOLL KING

The gnolls guarding the cabin, including Gnongrin's pack, King Korvash Bonegnaw (Gnoll King of the Lortmil Fortress), ruler of the gnolls of the Fortress of Jagged Fangs in the Lortmil Mountains are loyal to the Gnoll King Korvash Bonegnaw rather than the Temple. While they currently serve Gefreid, their allegiance could shift if the Gnoll King's interests are threatened or if Gnongrin's ambitions lead him to defy the Temple.

VULNERABILITY OF THE TUNNEL

Though well-hidden, the supply tunnel is a single point of failure in the Greater Temple's operations.

Adventurers who discover and sabotage the tunnel could cut off the Temple's lifeline. (T1-4 TOEE module page 38, 4. ESCAPE TUNNEL)

BACKGROUND AND TEMPLE OPERATIONS

Originally a member of a mercenary company, Gefreid was cast out for his excessive brutality. Recruited into the Temple of Elemental Evil by Feldrin, he found his calling overseeing the Hunting Cabin's operations.

- **Assignment:** Stationed at the Hunting Cabin, Gefreid views his role as both a privilege and an opportunity to profit from the Temple's supply chain.
- **Managing Supply Chains:** Receiving shipments of prisoners, supplies, and loot from bandits and pirates. Enforcing Order: Keeping gnoll guards and bandit mercenaries disciplined and focused.
- **Maintaining Secrecy:** Ensuring no outsiders discover the covert operations leading to the Greater Temple.
- **Slavery Logistics:** Gefreid coordinates closely with Marad Vesrek, the Crimson Trader, who provides slaves from distant shores. Surplus slaves, or those deemed unfit, are sent to Lorveth "The Broker" Thrask, who operates the The Iron Lash: Slave Dungeon, Gladiator Pit, and Brothel in Nulb.

RELATIONSHIPS

Feldrin – Temple Commander

Gefreid is fiercely loyal to Feldrin, acting as his enforcer in the field. He ensures shipments reach the Temple unimpeded and enforces Feldrin's will with brutality. Despite his loyalty, he harbors envy for Feldrin's command and seeks opportunities to rise in rank.

Barkinar – Greater Temple Commander

While Gefreid respects Barkinar's authority, he remains wary of his strategic mind and watches for any sign of replacement within the command structure.

Captain Marad Vesrek – The Crimson Trader

River pirate and slaver supplying the Temple with fresh captives. Gefreid ensures Vesrek's shipments are processed quickly, and the two maintain an uneasy partnership based on profit and secrecy.

Lorveth "The Broker" Thrask – The Iron Lash

Oversees Nulb's slave trade. Once Captain Vesrek's shipments arrive, surplus slaves are delivered to Lorveth for the gladiator pits or brothel.

Lucius Graeme – Temple Agent and Courier

Gefreid works closely with Graeme to ensure secure communications between the Hunting Cabin and the Temple's leadership. He distrusts Graeme's silver tongue but respects his efficiency.

Gnongrin (Gnoll Druid)

Respects Gnongrin's cunning and power, but is wary of the gnoll's growing ambitions.

Gattas Void at the Moathouse

Gefreid is in regular contact with Lieutenant Gattas, Lareth's second-in-command at the Moathouse. Gattas oversees raiding parties that target merchant caravans and farms in the Viscounty of Verbobonc.

GNONGRIN, GNOLL SHAMAN

Medium Humanoid, Chaotic Evil, Druid 7

Armor Class 13 (Natural Armor, Dexterity)

Hit Points 42 (7d8+7)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	13 (+1))	10 (+0)	16 (+3)	9 (-1)

Saving Throws Wis +6, Con +4

Skills Nature +5, Perception +6, Survival +6

Senses darkvision 60 ft., passive Perception 16

Languages Gnoll, Druidic, Common

Challenge 4 (1,100 XP)

Druidic Knowledge. Gnongrin can identify plants, animals, and pure water on sight.

Pass Without Hindrance. He moves through overgrown areas without penalty.

Immunity to Woodland Charm. He cannot be charmed by fey or plant-based magic.

Wild Shape (3/Day). Gnongrin can transform into a reptile, bird, or mammal, retaining his mental abilities but gaining the physical traits of the chosen creature. Prefer: Hyena.

Spellcasting. (7th-Level Druid, Spell Save DC 14, +6 to hit)

- Cantrips (At Will): Druidcraft, Thorn Whip, Guidance
- 1st Level (4/day): Animal Friendship, Entangle, Faerie Fire, Pass Without Trace
- 2nd Level (3/day): Barkskin, Charm Person or Mammal, Heat Metal, Obscurement
- 3rd Level (3/day): Poison, Snare, Summon Insects
- 4th Level (1/day): Control Temperature, 10-ft. Radius

ACTIONS

Glaive-Guisarme Melee Weapon Attack: +4 to hit, reach 10 ft., one target. Hit: 9 (2d4+4) slashing damage.

Summon Swarm (1/Day). Gnongrin magically summons a swarm of biting insects in a 20-foot radius for 1 minute, forcing creatures inside to make a DC 14 Constitution save or take 2d6 poison damage per round.

GNONGRIN: THE AMBITIOUS SHAMAN

Gnongrin is a dangerous and cunning creature, a gnoll shaman who has elevated himself to prominence through ruthless determination and an unrelenting hunger for power. Standing apart from his kin due to his intellect and druidic abilities, Gnongrin is far more than just another gnoll warrior. Gnongrin's rise to power began five years ago when he looted a black arming cap from the corpse of a merchant slain by his raiding party. Unknown to the merchant's killers, the cap was imbued with druidic magic. Once worn, it granted Gnongrin the abilities of a 1st-level druid. Over time, a 7th-level druid.

55. HUNTING CABIN – OFF MAP

The Hunting Cabin is a vital logistical node for the operations of the Temple of Elemental Evil. Located south of Nulb and near the Imeryd's Run, this unassuming log structure masks a sinister purpose: it serves as a supply depot, a slave-handling station, and a gateway into the Temple itself. Hidden deep within the Gnarley Forest, it is a place of grim purpose and dark machinations, overseen by loyal agents of the Greater Temple and guarded by gnolls, their savage pets, and cunning leaders.

THE CABIN

- Structure:** A rustic log hunting cabin with a simple but sturdy construction, sitting near the ford of a meandering stream.
- Chimney:** A constant plume of smoke rises from its stone chimney, a sign of activity within.
- Surroundings:** Dense woods encircle the cabin, though a wide, well-worn path leads directly to it, bearing wagon ruts from regular supply deliveries.
- Defenses:** The area around the cabin is trapped with magical snares.

HIDDEN TUNNEL OPERATIONS

The tunnel connects directly to the Greater Temple's Broken Tower. Most of the traffic includes essential goods, weapons, and slaves, ensuring the Temple remains stocked without raising suspicion in Nulb.

GNONGRIN'S AMBITIONS

Gnongrin harbors secret plans to use the Hat of Difference to dominate the region. His loyalty to the Temple is conditional and will waver if he sees an opportunity to strike out on his own.

LUCIUS GRAEME'S ORDERS

Lucius Graeme uses this cabin as a staging point to meet with covert agents of the Temple. He is aware of Gnongrin's ambitions but keeps this knowledge to himself for now, viewing the gnoll as a useful pawn.



TEMPLE OF ELEMENTAL EVIL RECRUITMENT

THE TEMPLE OF ELEMENTAL EVIL IS MORE THAN just a bastion of darkness—it is a growing army, meticulously built through recruitment efforts that span the region. From river pirates and mercenaries to monstrous warbands, the Temple ensures a steady influx of warriors, spellcasters, and creatures to bolster its ranks. Each elemental faction—Earth, Fire, Water, and Air—has distinct recruitment strategies, ensuring the Temple remains a constant threat to the forces of good.

RECRUITMENT OPERATIONS

RECRUITMENT BY FACTION

Each elemental faction within the Temple maintains its own recruitment network, leveraging unique strategies:

- **Earth Temple (Romag):** Uses blackmail, intimidation, and coercion to recruit bandits, pirates, and mercenaries from Nulb and Dyvers. Works closely with Gorvash the Cruel of the Iron Claw Clan (Bugbears) and King Korvash Bonegnaw of the Jagged Fang Tribe (Gnolls)—alliances originally secured by Lareth the Beautiful.
- **Fire Temple (Alrrem):** Attracts fanatics, pyromaniacs, and warlike humanoids, drawing in werewolves, bugbears, and trolls from the fringes.
- **Water Temple (Belsornig):** Uses bribery and deception to recruit river pirates, smugglers, and mercenaries. Works with Captain Garik Marath, a smuggler of the Cult of the Crushing Wave, who supplies the Temple with slaves and stolen goods.
- **Air Temple (Kelno):** Appeals to assassins, spies, and shadow operatives, attracting those who value stealth and subterfuge. This faction specializes in tracking, sabotage, and high-risk missions.



KEY RECRUITING AGENTS

Many of the Temple's leaders play an active role in recruitment, ensuring its constant expansion:

LARGE-SCALE RECRUITMENT

- **Commander Feldrin:** Oversees recruitment of bandits, mercenaries, and supply convoys to maintain the Temple's forces.
- **Commander Barkinar:** Expands Temple forces through organized raids and manages the Gnolls of the Iron Claw Clan and Jagged Fang Tribe.
- **Commander Deggum:** Oversees ogres and Temple guards, ensuring defensive readiness and recruiting the Blackthorn Tribe (Ogres, Bugbears, and Hobgoblins).

IN THE FIELD RECRUITMENT

- **Dick Rentsch (Nulb):** Owner of the Waterside Hostel, hiring cutthroats and bandits. Aligns with Romag of the Earth Temple passing information and recruits.
- **Lareth (Moathouse):** Recruits brigands, outlaws, and mercenaries at the Moathouse, securing warriors for both the Temple and his own agenda.
- **Lucius Graeme:** Travels between Nulb, Hommlet, and Verbobonc, recruiting informants and spies.
- **Smigmal Redhand:** Leads surface defenses and raiding parties, allowing only the most ruthless warriors entry into the Temple. Uses her magical hat to maintain a double identity as an elven diplomat, gathering intelligence from Nulb and Hommlet.
- **Lady Nysera (Baroness Manor, Nulb)** has established a formidable and highly structured military force. Lady Nysera's enforcers, known locally as Nysera's Iron Talons, are a fiercely loyal band of mercenaries, loyalists, and hired swords.
- **Skole (Boatman's Tavern)** Ex-riverman and smuggler, operates a Den of Trade and Deceit Skole's responsibilities at the Boatman's Tavern extend beyond serving drinks. The tavern doubles as a black-market hub and meeting place for river pirates, smugglers, and other unsavory characters.
- **Lodriß (Boatman's Tavern)** Proprietor of the Boatman's Tavern, Lodriß is the true owner. A shrewd and ambitious former camp follower, Lodriß has a firm grasp on Nulb's underworld.
- **Captain Marad Vesrek:** Commands the slaver ship The Crimson Trader hailing from the Wild Coast, supplying the Temple with slaves.
- **Captain Garik (Boatman's Tavern)** Agent of the Water Temple. Commands the pirate ship Iron Dagger, providing Belsornig with supplies.
- **Master Rom (Waterside Hostel)** Mage and Commander of the Crimson Reapers newly arrived brigands from Dyvers raiding the merchant roads of the Gnarley and Viscounty.

THE TEMPLE'S STRATEGIC RECRUITMENT IN NULB

Nulb serves as a crucial hub for covert recruitment and logistics:

- **Covert Recruitment:** Pirates, outlaws, and cutthroats are drawn in through coin, weapons, and protection.
- **Resource Smuggling:** The Nulb docks act as a major transfer point for weapons, supplies, and slaves.
- **Boatman's Tavern & Nulb Market:** A center for black-market trade and recruitment.
- **Hunting Cabin (secret tunnel):** Gefreid Patris overseer of operations provides hidden access to the Temple for supplies, slaves and new recruits.
- **Captain Garik Marath & Captain Marad Vesrek:** Facilitate the transportation of goods and personnel.
- **Ruined Tower (Smigmal Redhand):** The Temple's surface fortress, ensuring only recruits gain access.

RECRUITMENT SOURCES

The Temple actively seeks new followers from multiple backgrounds:

- **Bandits & Brigands:** The Crimson Reapers and other gangs provide a constant influx of raiders.
- **Mercenaries & Cutthroats:** Recruited from Dyvers, Narwell, and the Wild Coast, drawn by gold and power.
- **Humanoids:** Gnolls, bugbears, goblins, and ogres join for gold, plunder, or religious fervor.
- **Monsters:** Werewolves, trolls, and elementals are brought into the fold through dark rituals and demonic pacts.

DAILY RECRUITMENT RATES

- Low-level humanoids (1 HD or less): 1 per day per faction (7 total daily).
- Higher-level humanoids (3 HD+): 1 per faction every three days.
- Monsters: 1 per faction every week.

Monthly Totals

- 196 low-level humanoids
- 70 high-level humanoids
- 28 monsters

THE TEMPLE'S GROWING THREAT

If left unchecked, the Temple of Elemental Evil will continue its unchecked expansion, bolstered by its relentless recruitment machine. Raids, assassinations, and growing alliances with monstrous factions will threaten Hommlet, Verbobonc, and beyond.



MONSTROUS RECRUITMENT

The Temple relies on key leaders to forge alliances with monstrous humanoid warbands:

- Commander Deggum → Blackthorn Tribe (Eastern Gnarley Forest - Ogres & Monstrous Humanoids)
- Commander Feldrin → Iron Claw Bugbears (Southern Gnarley Forest - Mercenary Warbands)
- Lareth → Jagged Fang Gnolls (Lortmil Mountains)

BLACKTHORN TRIBE (GNARLEY FOREST)

Deggum is in charge of maintaining security and defense within the Temple, including recruitment of monstrous allies. His established ties with Chieftain Garghuk of the Blackthorn Tribe in the eastern Gnarley. As Commander he has the authority and capability to negotiate with the Blackthorn Tribe, which consists of monstrous humanoids like ogres, orcs, and goblinoids. His military-focused role means he would actively seek strong foot soldiers for the Temple.



IRON CLAW CLAN (WELKWOOD FOREST)

Feldrin is responsible for the Temple's bandits, raiders, and mercenary forces, making him the perfect liaison for the Iron Claw Clan, led by Warlord Braggok Iron-Claw in Varifane, which consists of ruthless bugbear warbands known for their guerrilla tactics and raiding. Bugbears respect discipline and organization, and Feldrin's structured command appeals to their desire for raids and plunder.

JAGGED FANG TRIBE (LORTMIL MOUNTAINS)

Lareth is a charismatic and cunning recruiter who excels in persuading warlike and chaotic creatures, recruited gnolls—a race notorious for their bloodthirsty, brutal, and savage tendencies. King Korvash Bonegnaw of the Jagged Fang Gnoll Tribe operates in the Lortmil Mountains. Lareth's devotion to the Elder Elemental God and Lolth's influence aligns well with the gnoll's taste for slaughter and chaos, making them eager allies.

QUESTS

EXPANDED CAMPAIGN



HEDRACK - BREAKING THE CHAIN OF COMMAND

The adventurers learn of Hedrack's pivotal role in the Temple's operations and his secret agenda to free Zuggtmoy. Eliminating him would create chaos within the Temple's hierarchy and weaken its connection to both Iuz and the Elder Elemental Eye.

PRIMARY OBJECTIVES

- **Confront Hedrack:** Infiltrate the Greater Temple and defeat Hedrack to dismantle the leadership.
- **Uncover His Plans:** Retrieve evidence of Hedrack's dual allegiance and his plot to free Zuggtmoy.

SECONDARY OBJECTIVES

- **Disrupt the Greater Temple:** Sabotage the Temple's supply chain and alliances to further destabilize its operations.
- **Leverage Temple Politics:** Use the ambitions of Barkinar or Deggum to undermine Hedrack within.

THE TEMPLE GUARDIANS

- **Setting:** The adventurers must navigate the Greater Temple's defenses, including cultists, traps, and summoned creatures.
- **Key Challenge:** Overcoming elite guards and magical wards protecting Hedrack's chambers.

AFTERMATH

- **Setting:** With Hedrack defeated, the Temple's leadership falls into chaos, creating opportunities for the adventurers to strike at its weakened factions.
- **Key Challenge:** Deciding how to handle the power vacuum and potential threats from ambitious underlings like Barkinar.

Rewards

- **Magical Artifacts:** Hedrack's personal treasures, including rare magical items and scrolls.
- **Intel on Iuz and the Elder Eye:** Documents revealing the extent of Iuz's influence and the Elder Elemental Eye's true goals.

CONSEQUENCES

- **Temple Disarray:** Hedrack's death sparks infighting among the Temple's factions, weakening its overall power.
- **Increased Resistance:** Surviving leaders may rally their forces to avenge Hedrack, posing new challenges for the adventurers.

SUMMARY

Hedrack's position as Supreme Commander makes him a central figure in the Temple of Elemental Evil campaign. His role ties together the Temple's factions, Iuz's machinations, and the greater threat of the Elder Elemental Eye, offering adventurers a high-stakes target whose defeat could change the course of the story.

SENSHOCK - THE ARCANE ASCENDANCY

Senshock, the Lord Wizard of the Temple of Elemental Evil, is obsessed with unlocking the full power of the Orb of Golden Death and the Elemental Nodes. With Zuggtmoy trapped and Iuz exerting control over the Temple, Senshock seeks ultimate power through mastering the Orb. However, to do so, he needs to recover the Elemental Power Gems hidden within the Elemental Nodes.

The players can either aid or oppose Senshock in his goal—either securing the gems for their own purposes, preventing his ascension, or attempting to destroy the Orb.

The Orb of Golden Death (or Yellowskull) is the heart of Senshock's plan to seize ultimate power within the Temple. However, the rogue wizard Falrinth already possesses the artifact, keeping it hidden from the Greater Temple for his own ends. Senshock does not know this, Hedrack assumes the Orb was lost long ago.

The players enter a dangerous web of intrigue, deceit, and power struggles, where Senshock, Falrinth, and even Zuggtmoy and Iuz all seek the legendary artifact.

QUEST HOOKS

How the Players Get Involved

- **A Desperate Summons:** Senshock, suspecting that the Orb has resurfaced, enlists the players to track it down, promising wealth, magical boons, or power within the Temple if they deliver it to him.
- **A Whisper in the Shadows:** Falrinth, operating in secrecy, contacts the players via his quasit familiar, Kriitch. He offers them knowledge of the Orb's power—if they help him secure the gems first.
- **An Ancient Prophecy:** An elven sage or captured prisoner within the Temple reveals that the Orb's full power can only be realized when all four Elemental Gems are restored—but that to do so will risk awakening an even greater evil.
- **The Will of Zuggtmoy:** If the players have encountered Zuggtmoy's influence, she may appear in dreams or visions, demanding they retrieve the Orb for her cultists—with the promise of rewards.



ACT 1: A RACE AGAINST TIME

The players must locate the Orb—but do they deliver it to Senshock, Falrinth, or keep it for themselves? Paths the Players Can Take

Senshock's Offer:

Senshock believes Hedrack's power must be challenged and sees the Orb as a way to control the Elemental Nodes before his rivals.

- He instructs the players to locate Falrinth's lair (Area 337) and retrieve the Orb at any cost.
- If they succeed, Senshock will send them into the Elemental Nodes to claim the four Elemental Gems, making them his elite champions.

Falrinth's Deception:

Falrinth, a servant of Lolth, views the Orb as his ultimate bargaining chip. He tells the players that Senshock is a fool and that Hedrack and Zuggtmoy must be overthrown.

- He offers them access to his Escape Tunnel—but only if they agree to work with him.
- If the players betray Senshock and side with Falrinth, they must safeguard the Orb from the Temple's leadership, ensuring neither Zuggtmoy nor Iuz can sense its location.

The Third Path:

Stealing Power for Themselves: If the players refuse to work for either mage, they may seek to unlock the Orb's true potential and restore its gems—but this risks drawing the attention of Zuggtmoy, Iuz, or even the Elder Elemental God.

ACT 2: THE HUNT FOR THE ELEMENTAL GEMS

If the players or Senshock seek to fully empower the Orb, they must venture into the Elemental Nodes to recover the missing gems.

The Elemental Nodes (Each houses a Gem of Power):

- **Air Cavern:** A storm-wracked maze of floating islands and lightning-wielding djinn.
- **Earth Burrows:** A labyrinth of tunnels where sentient stone guardians hunt intruders.
- **Fire Pits:** A volcanic battlefield where fire elementals and demons protect their domain.
- **Water Maze:** A vast, drowned ruin where krakens and water spirits stalk those who dare enter.

CHALLENGES

The players must face monstrous guardians, navigate deadly terrain, and outwit rival factions. Falrinth may try to manipulate them, secretly following their progress to claim the Orb for himself. Hedrack, suspecting treachery, may dispatch assassins to eliminate Senshock and his allies.

ACT 3: THE POWER STRUGGLE

Once the Orb is fully restored, the true battle for control of the Temple begins.

Potential Endings

1. SENSHOCK'S TRIUMPH

If Senshock gains the Orb, he uses it to overthrow Hedrack, ascending as the new master of the Temple. The players become his enforcers, gaining dark rewards—but risk becoming pawns in a greater game of gods and demons. However, Iuz and Zuggtmoy will not tolerate Senshock's defiance, and vengeance will come.

2. FALRINTH'S GAMBIT

If Falrinth claims the Orb, he betrays all sides and escapes into the shadows, seeking his own rise to power. The players may attempt to stop him, or he may manipulate them into fighting his enemies while he vanishes. If he escapes, Lolth gains a terrifying advantage in the war for the Temple.

3. THE PLAYERS KEEP THE ORB

If the players claim the Orb for themselves, Iuz and Zuggtmoy will know instantly. They must either master its dark power or seek the means to destroy it before it corrupts them. If they attempt to destroy it, they must follow the ancient ritual—but this risks collapsing the Temple and awakening something far worse.

4. THE ORB IS DESTROYED

If the players succeed in the destruction ritual, the Elemental Nodes collapse, and Zuggtmoy takes immense damage. The Temple is thrown into chaos, and its forces scatter. However, Hedrack and Iuz will hunt those responsible, ensuring that their war is not yet over.



FALRINTH GETS A DRINK

Taverns are not only havens for adventurers but also for schemers and spies. Falrinth, a rogue wizard with tenuous ties to the Temple of Elemental Evil, occasionally ventures into the nearby village of Nulb to gather information and conduct his own shadowy investigations. His independence and secretive nature make him a wild card in the Temple's intricate web.

SETUP

If the player characters are struggling on the third level of the Temple's dungeons, this encounter provides an opportunity for roleplay, intrigue, or combat. By coincidence, the party may encounter Falrinth at the Boatman's Tavern and Nulb Market during one of his rare visits to the surface.

Falrinth's Intentions:

- Eavesdropping on conversations to gather intelligence.
- Questioning locals and pirates about the adventurers or recent disruptions, particularly if the PCs attacked the Broken Tower.
- Investigating rumors about the carnage in the upper levels of the dungeon, ensuring his own secrets remain secure. Companions: Falrinth is accompanied by two mercenaries from Smigmal Redhand's crew, acting as bodyguards and enforcers.

ENCOUNTER DETAILS

The Boatman's Tavern is dimly lit, filled with the acrid smell of cheap ale and the river's damp air. The locals avoid Falrinth, their glances a mix of fear and disdain. Whispers of his connection to the recent troubles circulate, but no one dares confront him directly.

Falrinth's Behavior:

He is seated in a corner, nursing a drink, his quasit familiar Kriitch invisible but nearby, observing the room. Falrinth appears relaxed, but his sharp eyes scan the tavern for anyone of interest. He listens carefully to conversations, particularly about the adventurers' exploits in the dungeon. He speaks briefly with a pirate captain or Skole's assistant, asking pointed questions about recent activity near the Temple and the roads.

Player Interaction:

- If the adventurers enter the tavern, Falrinth's interest is immediately piqued. He observes them carefully, sizing them up.
- A DC 17 Wisdom (Insight) check allows a character to notice him watching them, his demeanor predatory yet calculating.
- A DC 15 Intelligence (Arcana) or DC 18 Perception check might reveal a faint magical aura around Falrinth, suggesting the presence of a familiar or magical protections.

FALRINTH'S ACTIONS

- **Non-Engagement Stance:** Falrinth avoids direct confrontation unless the PCs appear weakened or vulnerable. He prefers to gather information and retreat to the Temple with his findings.
- **Engagement (Optional):** If the PCs provoke him, Falrinth defends himself using illusions, summoning Kriitch in its giant centipede form to attack or distract them.
- His bodyguards will engage the PCs, allowing Falrinth to escape through the back of the tavern or a concealed passage.
- **Post-Encounter Consequences:** If Falrinth escapes, he will redouble his efforts to investigate the party, potentially setting traps or ambushes for them in the dungeon.
- If captured, Falrinth will feign cooperation but attempt to manipulate the PCs, offering half-truths to save his life while secretly planning his escape.

KEY OUTCOMES

- **Information Gained:** The party may overhear Falrinth's inquiries about the carnage in the Broken Tower or his interest in their exploits, revealing his connection to the bandits.
- Capturing or intimidating Falrinth could provide clues about the Orb of Golden Death, his relationship with Lareth, or the Temple's deeper secrets.
- **Falrinth's Escape:** If he escapes, Falrinth will remain a thorn in the party's side, potentially collaborating with Lareth or Senshock to orchestrate their downfall.
- **Potential Combat:** Defeating Falrinth and his bodyguards could yield valuable loot, including spell components, potions, and intelligence about the Greater Temple.

REWARDS

- Magical scrolls and potions from Falrinth's inventory.
- A coded journal detailing his inquiries into the elemental nodes and the PCs' activities.
- Coins and trinkets from the bodyguards.

INTELLIGENCE

- Insights into Falrinth's duplicity and connections to the bandits, Greater Temple, and Lolth.
- Clues about the Orb of Golden Death and its significance to the Temple's operations.



FALRINTH'S JOURNAL

Unravel the schemes of the rogue wizard Falrinth and prevent the full restoration of the Orb of Golden Death before Zuggtmoy can be freed.

INTRODUCTION

While exploring the Temple of Elemental Evil, the adventurers discover Falrinth's journal, a tattered tome containing cryptic writings about his obsessive pursuit of the Orb of Golden Death (Yellowskull). The journal reveals that Falrinth has already obtained the gemless Orb and is now hunting for the four Elemental Power Gems, which are hidden in the Elemental Nodes.

If he succeeds in reuniting the Orb with its lost gems, he will unlock its full power and break the final seals on Zuggtmoy's prison, allowing the Demoness of Fungi to be fully unleashed upon the world once more.

FALRINTH'S JOURNAL ENTRIES

ENTRY 1: THE ORB'S INCOMPLETE POWER

"At last, the golden skull is mine. Its power thrums beneath my fingers, but it is incomplete. The fool priests kept it as a hollow relic, unaware of the true strength hidden within. Without its gems, it is but a gilded shell—useless to Zuggtmoy's cause. I must recover the missing pieces, buried deep within the Elemental Nodes."

Key Clues:

- Falrinth has already stolen the Orb of Golden Death from the Temple's hidden vaults.
- He understands the Orb is powerless without the four Elemental Power Gems.
- He knows the gems are inside the Elemental Nodes and is searching for them.

ENTRY 2: THE FIRST DISCOVERY

"The first gem has been found—a gift of the earth, pulsing with its deep power. When I placed it within the Orb's diadem, the wards shuddered, as if in recognition. A single crack in the prison's foundation. The process works! Three more gems remain, and then the final ward shall fall."

Key Clues:

- Falrinth has obtained the Earth Gem and placed it into the Orb.
- The act of restoring one gem has already weakened Zuggtmoy's prison.
- Falrinth is emboldened, believing he can break the final wards by restoring all four gems.

"The fools see only a gilded trinket, a relic of a forgotten war. But I know the truth—the Orb of Golden Death is the key, the heart of the Temple's power! With its lost gems restored, the very foundations of the world will quake, and Zuggtmoy shall walk free once more!"

ENTRY 3: ENTERING THE ELEMENTAL NODES

"It was no simple task, but I have breached the threshold of the Nodes. The Air Caverns were first—howling winds and screaming spirits, but the gem eluded me. My minions scoured the Burrows, yet the Earth Gem alone will not suffice. I must press deeper. The Fire Pits and Water Maze remain unexplored. Somewhere within these wretched realms, the remaining gems wait for me."

Key Clues:

- Falrinth has entered the Elemental Nodes using the power of the Orb.
- He has searched the Air and Earth Nodes but has not yet found all four gems.
- He is preparing to explore the Fire Pits and Water Maze next.

ENTRY 4: THE FINAL KEY

"Fools! They do not understand the forces at work here! The final ward is bound to Zuggtmoy herself—only she may remove it. But I have found the means to hasten her return! I have traveled deep into the Nodes and given her the last gem. The Orb is whole again! Soon, she will open the final door with her own hand, and the world will tremble at her rebirth!"

Key Clues:

- Zuggtmoy must open the final ward herself—Falrinth cannot do it alone.
- Falrinth has delivered the last Elemental Power Gem to Zuggtmoy inside the Elemental Nodes.
- Time is critical, as Falrinth's actions have set the stage for Zuggtmoy's release.

PRIMARY GOALS

◆ **Recover the Orb of Golden Death:** The adventurers must retrieve the Orb from Falrinth before he fully restores it.

◆ **Stop the Final Ward from Being Broken:** Zuggtmoy now has the final gem—the party must prevent her from using it to unlock her prison.

◆ **Prevent Falrinth's Escape:** If he escapes, he will continue his mission elsewhere, possibly seeking allies among Luz's forces.

SECONDARY GOALS

◆ **Destroy the Orb of Golden Death:** If all four gems are recovered, the party can attempt the ritual to destroy the Orb, though it requires extreme effort and knowledge.

◆ **Disrupt Falrinth's Rituals:** By damaging the Elemental Nodes and disrupting their balance, the party can weaken the Orb's power, buying time.

◆ **Learn the Truth About the Elemental Nodes:** Investigate their origins and how they are tied to Zuggtmoy's influence.

SHADOW OF THE OGRE WARLORD

Disrupting Deggum's Alliance - the Blackthorn Tribe
The adventurers receive troubling reports of a growing alliance between the Temple of Elemental Evil and the monstrous Blackthorn Tribe. Commander Deggum, the Temple's security chief, has established ties with Chieftain Garghuk of the Blackthorn Tribe, an ogre-dominated warband in the eastern Gnarley Forest. Intelligence suggests Deggum is using the Blackthorn ogres to bolster the Temple's defenses and prepare for an impending assault on Verbobonc's borderlands. If left unchecked, this could lead to widespread devastation.

The adventurers must infiltrate the Temple, sever Deggum's alliance with the Blackthorn Tribe, and prevent a full-scale invasion.

PRIMARY OBJECTIVES

Disrupt Deggum's Alliance with the Blackthorn Tribe: Undermine the growing partnership between the Temple and the monstrous warband.

Steal the Black Scarab Amulet: This magical sigil grants Deggum the authority to command the Blackthorn warriors. Without it, his influence will be significantly diminished.

Infiltrate Deggum's Command Post: Gather intelligence on the Temple's recruitment efforts, troop movements, and invasion plans.

SECONDARY OBJECTIVES

Sow Discord Among the Ogre Ranks: Manipulate the Blackthorn Tribe into turning against Deggum and the Temple.

Discover Deggum's Secret Plans: Unearth details of a larger military operation beyond publicly known.

KEY NPC ENCOUNTERS

Deggum, Temple Recruiter

Ambitious and cunning, Deggum views monstrous forces as key to the temple's dominance. He is a manipulator, using false promises and magical coercion to secure warriors. The Black Scarab Amulet is proof of his authority—without it, his influence wanes.

Chieftain Garghuk, Ogre Warlord of Blackthorn

A brutal but intelligent leader who wields immense control over his tribe. Wary of outsiders, but values strength and cunning above all else. A split within Blackthorn could make him doubt Deggum's leadership.

Gloarok, the Enforcer (Ogre Gladiator, CE)

Deggum's chief enforcer, tasked with keeping Blackthorn in line. Fears losing his position if Deggum falls from favor.

Romag, Earth Temple Priest (Human Cleric, LN/LE)

Resents Deggum's growing influence over the Temple's military forces. Could be persuaded to work against him for the right price.

THE BLACKTHORN SETTLEMENT

Deep beneath the Gnarley Forest, the Blackthorn Caverns are an underground fortress of monstrous warriors. It is a place few outsiders have ever seen and lived to tell of.

- **Hidden Entrances:** Accessed through a maze of forest tunnels and concealed paths.
- **Massive Underground Chambers:** The settlement is self-sustaining, complete with crude forges, hunting parties, and fungal farms.
- **Slavery and Brutality:** The duergar of the depths use Blackthorn as a slave trade hub, captured villagers are forced to work or fight in gladiatorial pits.

Breaking Blackthorn's Hold

Disrupting Deggum's alliance requires targeting their infrastructure:

- **Sabotage supply chains:** Poison food stores or free captives to weaken morale.
- **Turn the ogres against Deggum:** Convince Garghuk that he is being used as a pawn.
- **Assassinate key leaders:** Gloarok's death could destabilize the entire operation.

ENCOUNTERS AND CHALLENGES

1. The Blackthorn War Camp

- A forward base where warbands gather before raids.
- Guarded by orc skirmishers, gnoll scouts, and ogres.
- The party must infiltrate, gather intelligence, or sabotage their supplies.

2. Confronting Deggum

- His command post within the Temple is filled with guards and mercenaries.
- He wields dark magic and has an escape route prepared if the fight turns against him.
- He will retreat to Blackthorn if not dealt with quickly.

3. The Caverns of Blackthorn

- The party must navigate traps, tunnels, and monstrous lairs.
- The duergar might intervene, offering a deal or demanding a toll for passage.
- Garghuk may challenge the party to a test of strength instead of outright combat.

CONSEQUENCES

- If the party fails, Blackthorn's warriors march against Verbobonc and the surrounding lands.
- If Deggum escapes, he will seek vengeance, forming new alliances.
- If the amulet is stolen or destroyed, the Temple loses control over Blackthorn, causing a power vacuum.

CHAINS OF COMMAND

Breaking the Supply Lines of the Temple and the Crimson Reapers

INTRODUCTION

The adventurers uncover intelligence regarding Feldrin, the ruthless commander of the Temple guards, and his intricate network of supply routes feeding the war machine of the Greater Temple. These routes, operated by the Crimson Reapers brigands under Rom Khavernus, funnel weapons, gold, and even captives to the Temple, strengthening its forces for a planned assault on surrounding lands.

Yet, Feldrin is not working alone. A hidden Temple agent—the assassin Smigmal Redhand, disguised as an elven noblewoman—has infiltrated Nulb, overseeing the logistics from the shadows. Meanwhile, Lucius Graeme, a trusted Temple courier, ensures Feldrin and Rom receive their orders directly from Supreme Commander Hedrack.

With the Temple's dark influence creeping further into the Gnarley Forest and beyond, the adventurers must strike before Feldrin's supply network is fully operational.

The adventurers learn that disrupting these supply lines and eliminating Feldrin's authority could create internal chaos within the Temple, cripple its logistical operations, and turn Nulb into a battlefield of rival factions.

To accomplish this, the adventurers must strike at the heart of the Temple's supply network by:

- Infiltrating the Waterside Hostel to gather intelligence from Rom Khavernus.
- Locating and destroying the hidden supply routes, and the Temple tunnel at the Hunting Cabin.
- Assassinating or capturing Feldrin, removing a key logistical officer of the Temple.
- However, a new complication emerges—a mysterious Temple agent is working alongside Rom, ensuring the smooth operation of the supply lines, smuggling networks, and illicit dealings with the Crimson Reapers.

PRIMARY OBJECTIVES

1. Infiltrate the Waterside Hostel and Identify the Temple's Hidden Agent

- **Location:** The Waterside Hostel, Nulb.
- **Objective:** Gather intelligence, identify the Temple's key agent, and disrupting the supply lines.

2. Disrupt the Temple's Supply Chain

The Temple's supply chain is a vast operation spanning multiple outposts and hidden trade routes. Destroying it will sever the connection between the Temple, Nulb, and the criminal enterprises supplying it with fresh recruits, goods, and wealth.

KEY LOCATIONS & CHALLENGES

- Hunting Cabin - Off-Map Outpost (Relay Point for Temple Supply Lines)
- Hidden deep in the eastern Gnarley Forest, this remote wooden cabin fortress serves as a major relay point for plundered goods, slaves, and supplies.

Leadership:

- Gefreid Patris (Human Bandit Captain) – Feldrin's trusted lieutenant and a skilled battlefield commander.
- Korvash's Warband (Elite Gnolls) – Sent by King Korvash Bonegnaw, these brutal gnoll warriors enforce the Temple's will in the wilderness.

Challenges:

- **Defenses:** The Hunting Cabin is fortified with gnome patrols, hyena's, and hidden traps.
- **Stealth or Assault:** The adventurers must decide whether to infiltrate and sabotage the camp or launch a full-scale attack.
- **Smuggled Contraband:** The outpost stores Temple gold, magical weapons, and prisoners being sent to the Greater Temple.

EXPOSE LIEUTENANT BRUNK

(Internal Division in the Temple Ranks)

Background:

- Brunk, a half-orc war chief and second-in-command to Feldrin, despises Feldrin's arrogance and his favoritism toward human mercenaries.
- If approached correctly, Brunk could be turned against Feldrin, inciting a brutal mutiny among the Temple's warriors.

Challenge:

- Convincing Brunk requires proof of Feldrin's corruption or incompetence.
- If bribed, Brunk may turn on the adventurers if he sees a greater opportunity.
- If his coup fails, he will be executed, leading to even tighter security within the Temple.

Potential Outcomes:

- Brunk assassinates Feldrin, causing chaos among the Temple's ranks.
- Brunk betrays the adventurers, forcing them into a fight with Temple guards.
- Brunk flees and starts a rival mercenary group, weakening the Temple's forces.

CONCLUSION

The adventurers have a rare chance to cripple the Temple's logistics, disrupt its forces, and unravel a web of deception running from Nulb to the Greater Temple. However, should Feldrin, Smigmal, or Rom survive, the Temple's dark influence may continue to fester, evolving into an even deadlier threat.

FELDRIN TEACHES ZEB A LESSON

A harrowing tale of vengeance, survival, and moral conflict unfolds in the lawless village of Nulb, where the adventurers must decide the fate of a man broken by grief and a ruthless commander of the Temple of Elemental Evil.

INTRODUCTION

The adventurers arrive in Nulb, a festering hive of brigands, pirates, and cultists who work in service of the Temple of Elemental Evil. Rumors swirl about Feldrin, the cruel Crimson Reapers commander, and his personal vendetta against a local ranger and trapper named Zebedee (Zeb).

Once a respected hunter, Zeb lost everything after a fateful altercation with Feldrin's men at the Waterside Hostel. Feldrin retaliated with relentless cruelty, culminating in the gruesome slaughter of Zeb's family, murdered in his own bear traps. Broken and driven by vengeance, Zeb now stalks the forests of the Gnarley, preparing for retribution.

But justice in Nulb is never simple. Temple agents, corrupt mercenaries, and scheming cultists all have a stake in keeping Feldrin's supply operations running smoothly.

If the adventurers intervene, they must choose: help Zeb take revenge, uncover Feldrin's connections to the Temple, or find another path toward justice.

PRIMARY OBJECTIVES

1. Investigate Feldrin's Role in Zeb's Tragedy

Interrogate locals in Nulb, infiltrate Feldrin's operations, and uncover his connection to the Temple of Elemental Evil. Discover who gave Feldrin the order to terrorize Zeb and why.

2. Aid Zeb's Vengeance (or Justice?)

Decide if Zeb's vendetta is worth supporting—or if he should be guided toward redemption. Help him track Feldrin down, ambush his forces, and put an end to his reign of terror.

SECONDARY OBJECTIVES

1. Expose the Crimson Reapers' Bandit Network

Identify and dismantle Feldrin's network, which smuggles supplies and prisoners to the Greater Temple. Disrupt operations at the Hunting Cabin and the smuggling tunnels beneath Nulb.

2. Recover Evidence of Feldrin's Crimes

Find written orders or communications proving Feldrin's allegiance to the Temple. Retrieve loot, stolen goods, and magical items from Feldrin's staging areas.

3. Rebuild Zeb's Life

- Provide an alternative path for Zeb instead of vengeance.
- Persuade him to join the Gnarley Rangers or the Mounted Borderers of Verbobonc.

KEY LOCATIONS & ENCOUNTERS

1. Investigating Nulb – The Whispered Name of Feldrin

Setting: The quest begins at The Waterside Hostel, a known den of thieves and pirates run by the ruthless Dick Rentsch. Here, Feldrin and his Crimson Reapers drink, scheme, and flaunt their control over the village.

Key Challenge: Locals fear Feldrin's wrath.

Gathering intelligence requires intimidation, bribery, or charm.

Clues to Gather:

- Kitty Girl, the innkeeper, may reveal the night Zeb killed one of Feldrin's men in self-defense.
- Merchants and river traders can confirm Feldrin's extortion rackets and bandit raids.
- Smugglers near the docks may let slip that Feldrin is not acting alone—but under orders from the Temple.

2. Zeb's War Room – The Broken Hunter's Refuge

Setting: Deep in the Gnarley Forest, Zeb's old home is now a fortified hunter's lair, filled with maps, weapons, and traps.

Key Challenge: Convincing Zeb to trust the adventurers requires either proof of their opposition to Feldrin or a DC 15 Persuasion check.

Zeb's Mindset:

- If convinced, he shares his knowledge of Feldrin's movements.
- If angered, he warns the adventurers to stay out of his way—and will attack if they try to stop him.

3. The Hunting Cabin – Feldrin's Smuggling Outpost

Setting: A heavily guarded hideout in the forest, used to store supplies, weapons, and slaves before transport to the Temple.

Key Challenge:

- Feldrin's lieutenant, Gefreid Patris, commands a warband of gnolls loyal to the Gnoll King Korvash Bonegnaw.
- The adventurers must either infiltrate, sabotage, or raid the cabin to disrupt the supply line.

4. The Smuggling Tunnels – The Shadowed Path to the Temple

Setting: A network of underground tunnels beneath Nulb, connecting the docks to the Temple.

Key Challenge:

- Temple Agent Smigmal Redhand, disguised as an elven noblewoman, oversees tunnel operations.
- Lucius Graeme, a Temple courier, carries secret messages between Nulb and the Greater Temple.
- The adventurers must intercept communications and eliminate Smigmal's influence.

"A man who loses his family is a man unmade. I was a man once. Now? I am something else." - Zebedee

5. The Final Confrontation – Feldrin's Stronghold (Area 243a, Temple of Elemental Evil)

- **Setting:** Feldrin's personal quarters in the Greater Temple, where he plans raids and reports to Supreme Commander Hedrack.
- **Key Challenge:** Feldrin is prepared—his room is filled with traps, bodyguards, and secret escape routes. The adventurers must navigate his defenses, defeat his elite guards, and face Feldrin himself.

RESOLUTION PATHS & DILEMMAS

1. Vengeance – The Bloody End

- Zeb insists on killing Feldrin himself, ignoring pleas for justice.
- If the adventurers allow this, Zeb descends further into darkness, becoming a merciless vigilante.

2. Justice – Delivering Feldrin to the Law

- The adventurers capture Feldrin and hand him over to the Gnarley Rangers or Mounted Borderers.
- Zeb may struggle with this choice, needing persuasion (DC 18) or reasoning to accept that vengeance isn't the only path.

3. The Bargain – Making a Deal with the Devil

- Feldrin offers critical intelligence on the Temple in exchange for his life.
- If the adventurers accept, they risk letting a monster walk free.

POTENTIAL CONSEQUENCES

- **Bandit Retaliation:** The Crimson Reapers may seek revenge for Feldrin's death.
- **Temple Counterattack:** Supreme Commander Hedrack may send assassins after the adventurers.

Zeb's Fate:

- If he embraces vengeance, he becomes a feared outlaw.
- If guided toward justice, he rebuilds his life as a force for good.

POTENTIAL CONSEQUENCES

Bandit Retaliation: The Crimson Reapers may seek revenge for Feldrin's death.

Temple Counterattack: Supreme Commander Hedrack may send assassins after the adventurers.

CONCLUSION

Nulb is a city built on blood, corruption, and power. In this tangled web of vengeance and betrayal, the adventurers must choose who lives, who dies, and what kind of justice truly prevails. Will Feldrin's reign of terror end in fire and steel? Or will his manipulations turn the adventurers against each other?



ZEDEE

BORG

PACT OF THE HOWLING MOON

A secret gathering in the shadows of Nulb threatens to rally a monstrous host under the Temple's banner. The adventurers must infiltrate the clandestine meeting and disrupt the alliance.

Rumors spread through the back alleys of Nulb and the darkened corners of the Waterside Hostel—mercenaries, slavers, and warbands from across the region are gathering. The Howling Moon Clan, a feared tribe of lycanthropic orcs lurking in the Fens of Tor, has sent emissaries to negotiate a blood pact with the Temple of Elemental Evil. Supreme Commander Hedrack's lieutenants, including the cunning Commander Feldrin and the ruthless Barkinar, seek to recruit warriors for their growing army.

To stop this dark union, the adventurers must infiltrate the secret war council, uncover the Temple's recruitment plans, and ensure the Howling Moon's allegiance is broken before it can be forged.

PRIMARY OBJECTIVES

- **Infiltrate the Gathering:** Discover the location of the meeting and gain access, whether through deception, bribery, or force.
- **Disrupt the Pact:** Prevent the alliance between the Temple and the Howling Moon Clan.
- **Uncover the Temple's Military Plans:** Gather intelligence on the recruitment efforts of the Temple's war council.

SECONDARY OBJECTIVES

- **Sow Discord Among the Factions:** Exploit tensions between the warbands against each other.
- **Eliminate Zorgrek's Envoys:** Assassinate or intimidate the Howling Moon's representatives to sever their ties with the Temple.
- **Steal the Pact Document:** Seize or destroy the agreement that would bind the Howling Moon Clan to the Temple's service.



ZORGREK, SON OF MURGZ
CHIEFTAIN, HOWLING MOON

BORG

KEY NPCs

Commander Feldrin – The Butcher of Nulb

Ruthless commander of the Temple's guards, orchestrating the recruitment drive.

- Uses intimidation and violence to keep warlords in line.
- Personally tasked with securing the Howling Moon's allegiance.

Barkinar – The Grand Marshal

The Temple's chief war strategist, overseeing the meeting. Seeks to bolster the Temple's ranks with monstrous allies for an upcoming campaign.

Zorgrek, Son of Murgz – Chieftain

Cunning orc-warlord turned werewolf, leader of the Howling Moon Clan. Reluctant to trust the Temple, but sees potential in a powerful alliance.

Lucius Graeme – Temple Agent and Spy

The Temple's secret courier, brokering alliances between the warlords. Keeps a record of all negotiations—capturing him could expose the Temple's wider plans.

Gurrzot – Zorgrek's Heir

Young, impulsive, and bloodthirsty, eager to prove himself. If manipulated, could be turned against his father to fracture the Howling Moon's unity.

LOCATIONS

1. The Waterside Hostel (Nulb)

A gathering place for the region's most notorious criminals, pirates, and mercenaries. The perfect place for Feldrin and Barkinar to hold their war council.

2. The Fens of Tor

The Howling Moon Clan's hunting grounds, shrouded in mist and treacherous bogs. Adventurers may be forced to track the orcs here if the meeting is disrupted.

3. The War Council Chamber

A secluded meeting hall within the Waterside Hostel or an abandoned ruin deep in the Fens. Guards, magical wards, and hired assassins protect the attendees.

ENCOUNTERS

1. Entering the Meeting

Challenge: Gaining entry to the war council requires guile, force, or bribery. Solutions:

- **Disguise:** Pose as mercenaries, traders, or cultists to infiltrate the gathering.
- **Bribery:** Grease the palms of Nulb's criminals for an invitation.
- **Force:** Fight or intimidate the guards blocking access.

2. The War Council's Tension

Challenge: The gathered factions distrust each other—exploiting this could unravel the alliance. Opportunities:

- Pit Zorgrek against Barkinar by questioning the Temple's loyalty.
- Reveal false information to turn the warlords against Feldrin.
- Incite Gurrzot's ambition to challenge his father's leadership.

3. The Pact's Finalization

Challenge: Feldrin and Barkinar plan to finalize the alliance through a blood ritual, binding the Howling Moon to the Temple's cause.

Solutions:

- Assassinate Zorgrek's envoys before the ritual can be completed.
- Steal or destroy the blood pact scroll before it is signed.
- Disrupt the ceremony with an explosive attack or magical interference.

4. The Aftermath

- **Feldrin's Wrath:** If the meeting is sabotaged, Feldrin will hunt the adventurers down.
- **The Temple's Retaliation:** Disrupting the alliance may force the Temple to seek other allies—or retaliate against Verbobonc's forces.
- **A Divided Horde:** Zorgrek may either retreat, pledge vengeance, or seek an alliance elsewhere.

CONSEQUENCES

1. Success: Breaking the Pact

- Zorgrek refuses the Temple's alliance, weakening its military expansion.
- The Howling Moon remains independent, a wild card in the region.
- The adventurers gain crucial intelligence on the Temple's war efforts.

2. Partial Success: Discord in the Ranks

- The pact is delayed, but not broken.
- Zorgrek's trust in the Temple is shaken, but Feldrin may still persuade him.
- The adventurers must act quickly before the alliance is reformed.

3. Failure: A New Horde Marches

- Zorgrek pledges his warriors to the Temple, reinforcing its army.
- The Howling Moon's werewolves spread terror across the Gnarley Forest and Verbobonc.
- The Temple's war machine accelerates, moving closer to conquest.

FINAL THOUGHTS

This quest presents a chance to strike a decisive blow against the Temple of Elemental Evil's military ambitions. Whether through diplomacy, sabotage, or outright combat, the adventurers' actions will determine whether the Howling Moon joins the darkness—or remains a threat to all.

SMIGMAL - THE ASSASSIN'S MARK

Smigmal Redhand is a cunning and deadly force within the Temple of Elemental Evil. As the Commander of the Outer Defenses, she oversees the ruined tower's mercenaries and raiding parties while maintaining a close alliance with Falrinth. Using her Hat of Disguise, she operates under the guise of an elven noblewoman, infiltrating high society and manipulating temple politics. The following quest hooks allow adventurers to confront this ruthless assassin in different ways.

1. THE ASSASSIN'S MARK

The party is hunted by an unseen killer. Can they survive the deadly pursuit and uncover the mastermind?

Summary

Adventurers find themselves the target of a relentless assassin. Local informants whisper of a ghostly murderer whose victims vanish without a trace. Each attempt on the party's lives leaves behind strange, cryptic warnings. Investigation reveals that the strikes originate from the ruined tower, Smigmal's base of operations.

PRIMARY OBJECTIVE

Survive Smigmal's assassination attempts and track her to her lair in the ruined tower.

Key Challenges

- **Silent Killings:** Smigmal employs stealth and misdirection, using her poisoned weapons and magic items to eliminate targets before they even realize she is near.
- **Layers of Deception:** Clues point to an elven noblewoman in Hommlet who eerily matches Smigmal's disguised persona.
- **A False Trail:** One of Smigmal's assassins attempts to impersonate her, misdirecting the adventurers.

Encounters

- **Ambush in the Night:** The party is attacked while resting in an inn, a lone assassin vanishing into the shadows.
- **Hunted Through the Streets:** In Hommlet or Nulb, Smigmal leaves evidence that leads the adventurers toward an ambush.
- **Final Showdown at the Ruined Tower:** Smigmal lures the adventurers into her lair, where she has set deadly traps and mercenary guards.

Potential Resolutions

- Eliminate Smigmal and disrupt her operations.
- Extract information about the Temple's defenses.
- Let her flee, setting up future encounters where she seeks revenge.

"They call me a guardian of the temple's borders, but I'm no watchman. I'm the blade that cuts throats before they whisper treason." - Smigmal

2. WEB OF DECEPTION

Using her Hat of Disguise, Smigmal has been masquerading as Lady Eryndel, an elven noblewoman visiting Hommlet (or any town in the Viscounty or Gnarley Forest). She is spreading misinformation, eliminating those who oppose the Temple, and ensuring the town remains divided. The adventurers must expose her before she sows further discord.

PRIMARY OBJECTIVE

Reveal Smigmal's true identity before she secures deeper control over Hommlet's politics.

Key Challenges

- **Political Intrigue:** Smigmal manipulates the town's leadership, sowing distrust among the factions.
- **Framed Crimes:** Innocent locals are falsely accused of being spies for the Temple.
- **Tactical Eliminations:** Smigmal orders assassinations of key Hommlet figures who oppose the Temple's influence.

Encounters

- **Gathering Clues:** The party must gather evidence about Lady Eryndel and her dealings with Temple agents.
- **Foiling an Assassination:** Smigmal attempts to eliminate a high-profile target in Hommlet.
- **Public Exposure:** In a dramatic confrontation, the party unmasks Smigmal, forcing her to flee or fight.

Potential Resolutions

- Expose Smigmal before she can further the Temple's control over Hommlet.
- Turn the town against her, forcing her into hiding.
- Kill or capture her, disrupting the Temple's intelligence network.

3. BROKEN TRUST

Falrinth's ambitions lead him to betray Smigmal. Falrinth, always scheming, has grown tired of Smigmal's increasing ambitions. In a bold move, he has attempted to eliminate her, betraying his closest ally. Now, wounded and furious, Smigmal seeks revenge. If the adventurers learn of this betrayal, they can use the divide to their advantage.

PRIMARY OBJECTIVE

Exploit the rift between Falrinth and Smigmal for strategic gain.

Key Challenges and Encounters

- **Gaining Smigmal's Trust:** Smigmal is ruthless and suspicious. The party must prove their worth to her.
- **Falrinth's Counterattack:** The wizard is aware of Smigmal's desire for revenge and is preparing a trap.
- **Betrayal Revealed:** The party intercepts a letter from Falrinth detailing his plan to eliminate Smigmal.
- **Showdown in the Temple:** If party sides with Smigmal, help her ambush Falrinth, to a battle.

CHAINS OF BETRAYAL

The Fall of Lucius Graeme

Lucius Graeme, the enigmatic agent of the Temple of Elemental Evil, has sown discord and corruption across the Viscounty of Verbobonc. Operating under the alias "Aldren," he has manipulated merchants, nobles, and commoners alike to further the Temple's agenda. Whether through the sabotage of gnome trade, staging false raids, or spreading malicious rumors against the Greenway Valley's gnome merchants, his influence grows unchecked. The adventurers must uncover his machinations, expose his allies, and bring him to justice before the city of Verbobonc falls deeper into the Temple's grip.

PRIMARY OBJECTIVES

- **Unmask Lucius Graeme:** Discover his true identity as a Temple agent under the guise of "Aldren."
- **Investigate the Gnome Trade Crisis:** Track his role in sabotaging gnome commerce, uncovering evidence of false raids and manipulation.
- **Expose the Conspiracy:** Link Lucius to his high-ranking allies, Lakash Quallad and Lord Bridgeforth, their attempts to cover up the Temple's activities.

Secondary Objectives

- **Prevent Further Sabotage:** Protect key gnome caravans from staged raids.
- **Counter the Anti-Gnome Propaganda:** Gather evidence to discredit Lucius' attempts to turn the populace against the gnome merchants.
- **Seize His Network:** Disrupt the web of spies, bandits, and informants he has planted throughout Verbobonc and the surrounding areas.

ACT 1: WHISPERS IN THE MARKET

Location: Marketsquare, Verbobonc

The adventurers are drawn into the conflict when a merchant's warehouse is raided, and the gnome traders accuse human merchants of treachery. Tensions run high as heated accusations fly. The adventurers must:

- Interrogate both sides and look for inconsistencies in the accusations.
- Investigate the smuggled goods and uncover false shipment manifests planted by Lucius' men.
- Follow a suspicious informant who attempts to flee after the accusations are challenged.

Key Clues:

- The stolen goods are not missing but redirected to a hidden warehouse under Lucius' control.
- Eyewitnesses mention a "golden-eyed traveler" frequently visiting the market.
- The merchants' guild was bribed to turn a blind eye to the rising tension.

ACT 2: THE HIDDEN HAND

Location: The Secret Safehouse in Verbobonc

Following the trail, the adventurers uncover a hidden meeting place where Lucius' operatives store stolen goods and forge documents. The safehouse is guarded by hired mercenaries who will attempt to burn all records before they are captured.

Key Challenges:

Bypass the trapped entryway before a self-destruction mechanism wipes out key evidence. Defeat Lucius' operatives before they can flee. Decipher encoded documents that reveal shipments of stolen gnome trade goods sent to Temple allies.

Revealing Clues:

- Lord Bridgeforth's signature is found approving an increase in gnome trade restrictions.
- False reports of gnome raids were submitted to the City Watch—signed under the alias "Aldren."
- A coded letter hints at a meeting between Lucius and Lakash Quallad in a secluded manor.

ACT 3: LORDS IN THE SHADOWS

Location: The Bridgeforth Estate

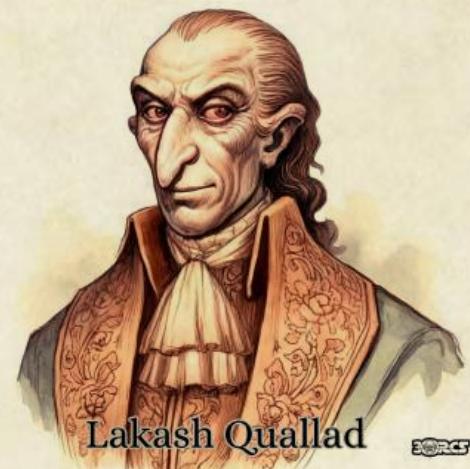
The adventurers infiltrate a clandestine meeting between Lucius, Lord Bridgeforth, and Lakash Quallad. The two nobles, believing the Temple to be their path to power, are finalizing their plans to tighten their grip over trade in Verbobonc.

Objectives:

- Gather incriminating evidence to expose their collaboration.
- Eavesdrop conversation to learn Lucius' next move.
- Confront the conspirators before they can escape.

Key Challenges:

- Avoid Lucius' enchanted traps designed to detect eavesdroppers.
- Confront Lucius if exposed—he will attempt to manipulate the adventurers into turning against the gnomes instead.
- Escape the manor if a battle breaks out, as Lord Bridgeforth's guards will intervene.



Lakash Quallad

ACT 4: LUCIUS' LAST GAMBIT

Location: The Greenway Ambush

Cornered but not yet defeated, Lucius orchestrates one final act of treachery—he arranges a staged gnome raid on a major caravan bound for Verbobonc. The attack, meant to frame the gnomes and justify their expulsion, is led by a group of mercenaries disguised as gnomes.

Objectives:

- Prevent the ambush and expose the truth.
- Capture Lucius before he can flee into the wilds.
- Retrieve the last piece of evidence proving his connection to the Temple.

Key Challenges:

- The adventurers must act quickly, as innocent gnome traders are caught in the crossfire.
- Lucius employs illusion magic to maintain the deception, requiring keen perception to see the ruse.
- If captured, Lucius will attempt to bargain, offering secrets of the Greater Temple for his freedom.

REWARDS

- **Incriminating Documents:** Evidence that can be used to dismantle Lucius' network and hold Lord Bridgeforth accountable.
- **Seized Contraband:** Stolen trade goods that can be returned to their rightful owners.
- **Political Favor:** The adventurers may gain allies among Verbobonc's leadership or the gnome merchants, shaping future campaigns.

CONSEQUENCES

- **If Lucius Escapes:** He will regroup, seeking vengeance and orchestrating another campaign of deceit.
- **If the Plot is Fully Exposed:** The political landscape of Verbobonc shifts, with Temple sympathizers purged from key positions.
- **If the Gnome Trade Dispute Continues:** The city may descend into further division, with lingering anti-gnome sentiment requiring future efforts to mend.

FINAL WORDS

Lucius Graeme is a master manipulator, and even in defeat, he may try to turn the adventurers against each other. His cunning, deception, and deep connections ensure that removing him will be no simple task. But if the party succeeds, they will have struck a powerful blow against the Temple of Elemental Evil.

MEETING LUCIUS

Lucius Graeme, draped in a well-worn cloak and clutching a weathered merchant's satchel, approaches the adventurers with a practiced, disarming smile. His smooth, slightly unnerving voice carries a friendly yet probing tone as he speaks:

"Ah, travelers! A fine day to find company on these lonely roads, wouldn't you agree? Allow me to introduce myself—just a humble merchant peddling wares and tales alike. The name's Aldren. Been wandering these hills for years, trading with the gnomes and passing adventurers like yourselves. Always an adventure out here, isn't it?"

He adjusts his satchel, letting the faint glimmer of trinkets and oddities peek out, an inviting distraction as his golden eyes linger on each party member, assessing them carefully.

"Tell me, friends, what brings you to the Kron Hills? It's not often I see a group like yours—armed and armored, yet with the air of purpose about you. Are you hunting treasure, seeking glory, or perhaps delivering some noble cause? The hills have no shortage of mysteries, I assure you."

Lucius leans forward conspiratorially, his tone dropping slightly, as if sharing a secret.

"These parts have their dangers, mind you. Not just the usual bandits or wild beasts. Strange things—whispers of old powers stirring, unnatural storms, and... well, I hear tales of the Greenway Valley being less safe for travelers these days. Makes a man curious about what might draw someone like you to these parts. And perhaps... how I might be of assistance?"

His voice softens further, laced with subtle charm and intrigue. Lucius smiles warmly, his golden eyes glinting faintly with a mix of feigned innocence and calculated intent.

"After all, we're all travelers here. A bit of information for a bit of coin—or a friendly exchange of stories. Who knows? Maybe our paths cross for a reason, eh?"



THE GAMBLER'S VEIL

Unmasking Lucius Graeme

Lucius Graeme, a cunning agent of Iuz and a trusted servant of Hedrack, operates in plain sight, his true loyalties hidden from all but the highest echelons of the Temple of Elemental Evil. Masquerading as a jovial gambler and storyteller in the village of Nulb, he gathers intelligence, directs subterfuge, and manipulates events to strengthen the Temple's grip. The adventurers, whether through suspicion or sheer misfortune, may find themselves entangled in Lucius' grand deception. To expose him is to risk the wrath of the Temple's hidden master, yet to ignore his influence could spell doom for the Free Lands.

PRIMARY OBJECTIVES

- Expose Lucius Graeme:** Discover his true identity as an agent of Iuz operating under the guise of a harmless gambler in Nulb.
- Unravel the Spy Network:** Investigate and dismantle Lucius' network of informants embedded in Hommlet and Verbobonc.
- Survive the Trap:** If Lucius discovers the adventurers are onto him, he will attempt to lure them into a carefully laid ambush.

SECONDARY OBJECTIVES

- Unmask Lucius' Agents:** Track his operatives, including Gremag at the Trader's Shop, Joseph Millar at Doomwatch Keep, and Zert at the Inn of the Welcome Wench.
- Intercept False Intel:** Prevent Lucius from feeding misleading information to the Viscount's forces or adventuring parties.
- Disrupt His Sabotage Efforts:** Discover how Lucius is delaying Verbobonc's defenses and fortifications and put an end to his schemes.

ACT 1: A STRANGER AMONG ROGUES

Location: Waterside Hostel, Nulb

Lucius Graeme presents himself as "Aldren," a washed-up gambler who is a staple of the Waterside Hostel. At first glance, he appears harmless—just another drifter drawn to Nulb's lawlessness. However, the sharp-eyed might notice:

- He never loses too much in dice games and always lets others win just enough to avoid suspicion.
- He subtly steers conversations toward sensitive topics, such as Verbobonc's defenses, Hommlet's growth, or movements of adventuring parties.
- The innkeeper Dick Rentsch shows him unusual deference, allowing Lucius to conduct business without interference.

Key Challenges:

- Gathering Intel:** The adventurers must quietly observe Lucius to confirm their suspicions without tipping him off.

- Avoiding the Trap:** If the adventurers are careless, Lucius will catch wind of their investigation and attempt to turn the tables.

Clues:

- A coded message is slipped to a courier, containing reports of Verbobonc's military presence.
- The gamblers in Lucius' company are all seasoned bandits, watching the crowd for signs of danger.
- An old beggar in the hostel recalls seeing Lucius meeting with known Temple agents in secret.

ACT 2: THE WEB IN HOMMLET

Location: The Trader's Shop in Hommlet

Lucius' network extends beyond Nulb, and the adventurers may discover his reach while investigating the village of Hommlet. He maintains several informants who keep him updated on the region's defenses and adventurer movements.

Key Operatives:

Gremag Gozlin – The Merchant Spy

- Operates out of the Trader's Shop, passing false goods and smuggled items between Temple agents.
- If confronted, he will try to frame his partner, Rannos Davl, and escape to warn Lucius.

Joseph Millar – The Saboteur at Doomwatch Keep

- A laborer deliberately stalling construction on Verbobonc's fortifications.
- His orders come directly from Lucius, funneled through encrypted notes.
- If caught, Joseph will beg for his life and offer information on Lucius' greater plan.

Zert – The Enforcer at the Inn of the Welcome Wench

- Pretends to be a wandering mercenary but is Lucius' personal enforcer.
- If the adventurers dig too deeply into Lucius' dealings, Zert will be dispatched to silence them.

Key Challenges:

- Tracking the Network:** The players must follow the leads and evidence linking the operatives to Lucius.
- Stopping the Sabotage:** Joseph must be stopped before he does irreparable damage to Doomwatch's defenses.
- Avoiding Detection:** If Lucius catches wind of their activities, he will escalate his operations.



ACT 3: THE SMUGGLER'S CHAIN

Breaking the Supply Line

Location: The Moathouse Bandit Hideout & The Hunting Cabin

As the adventurers close in on Lucius' network, they uncover a deeper and more insidious operation than mere espionage—the Temple's vast supply chain that moves loot, slaves, and contraband from Nulb through the Moathouse and into the Greater Temple. The key to unraveling this scheme is dismantling the supply routes managed by Lieutenant Gattas Void and Gefreid Patris.

Objectives:

- **Discover the Moathouse Stash:** Track stolen goods and prisoners being funneled through Lareth's stronghold.
- **Disrupt the Supply Chain:** Cut off shipments before they reach Gefreid Patris at the Hunting Cabin.
- **Capture or Eliminate Key Figures:** Stop Gattas Void or Gefreid Patris to cripple the Temple's logistics.

SETTING 1: THE MOATHOUSE

Lareth's Stronghold

A ruined fortification partially submerged in the swamps near Nulb, now a key staging ground for raids. Beneath the ruined keep lies a hidden bandit lair where stolen goods and captured prisoners await transport. The party must infiltrate this stronghold, avoiding guards, uncovering hidden chambers, and navigating treacherous terrain.

Key Challenges:

- **Silent Entry or Brute Force:** The adventurers can sneak into the Moathouse through its crumbling battlements or launch a direct assault.
- **The Bandit Warlord:** Lieutenant Gattas Void is Lareth's brutal field commander, leading the raiders. He will not surrender without a fight.
- **Traps and Terrors:** The lower dungeons house captured prisoners, but many are guarded by undead remnants of the Moathouse's dark past.

Key Clues:

- A logbook of stolen shipments detailing the movement of goods and people from Nulb to the Moathouse. Letters from Lucius Graeme, confirming his direct involvement in overseeing supply shipments to the Greater Temple.
- A coded map showing the routes to the Hunting Cabin, revealing the next link in the chain.

SETTING 2: THE HUNTING CABIN

Location: A fortified woodland outpost hidden in the heart of the Gnarley Forest, used to smuggle people and treasure into the Greater Temple. Run by Gefreid Patris, this secluded outpost serves as the final waypoint before shipments reach the Temple. The party must strike quickly before the next convoy departs.

Key Challenges:

- **A Warband of Gnolls:** The Gnoll King Korvash Bonegnaw has sent savage warriors to guard the outpost, making this a brutal battle.
- **Slave Wagons:** Prisoners bound for sacrifice in the Greater Temple must be freed before they disappear forever.
- **The Overseer's Escape:** Gefreid Patris is a ruthless administrator, but if given the chance, he will burn documents and flee rather than be captured.

Key Clues:

- A secret letter from Lucius, confirming his role in coordinating bandit raids with the Crimson Reapers in Nulb.
- Magical Seals of the Greater Temple, proving the supply chain's direct connection to Hedrack himself.
- Intercepted Orders from Lareth the Beautiful, detailing his plans to expand the bandit raids further into Verbobonc's territory.

RESOLUTION & CONSEQUENCES

If the Adventurers Succeed:

- **The Temple's Supply Lines Crumble:** Without the Moathouse and Hunting Cabin, the Temple struggles to maintain its expansion.
- **Lucius Graeme Is Weakened:** His intelligence network is exposed, and his ability to manipulate trade routes is diminished.
- **Verbobonc's Leaders Take Notice:** If evidence reaches Verbobonc's nobility, Lord Haxx and the Viscount's Court may intervene against the Temple.

If the Adventurers Fail:

- **The Greater Temple Strengthens:** Lareth and Lucius ramp up their recruitment, reinforcing the Temple's growing army.
- **Zeb's Revenge Fails:** If Zebedee has been involved in the questline, meet a tragic end at Feldrin's hands.
- **Bandit Retaliation:** With their enemies exposed, Lucius and Feldrin may strike back, targeting the adventurers personally.

FINAL THOUGHTS

Act 3 now focuses on exposing and crippling the Temple's supply network, tying Lucius Graeme's intelligence operations to the brutal logistics of banditry and slavery. This not only solidifies the Temple's sinister grasp over the region, but also offers key moral and tactical choices for the adventurers.



WHISPERED RITE OF THE ELDER EYE

Expanding the Dark Secrets Beneath the Temple

Inspired by the works of Joseph Bloch and T5 Beneath the Temple of Elemental Evil - Patreon
(www.patreon.com/Greyhawk_Grognard)

INTRODUCTION

The adventurers uncover a dangerous plot involving Smigmal Redhand and Falrinth, two agents of the Temple of Elemental Evil. A hidden scroll—an ancient fragment of the Book of Nar—contains a secret ritual that could weaken the prison of the Elder Elemental God, allowing it to influence the Prime Material Plane once more. This expansion builds upon the additional lore introduced in T5 Beneath the Temple of Elemental Evil by Joseph Bloch, which expands the lost 5th level of the Temple and places the Elder Elemental God at its heart.

Smigmal has kept the fragment hidden in her locked chest, uncertain whether to trade it for power or use it for herself. Falrinth, a devoted seeker of lost arcane lore, would kill to possess it. The adventurers must stop this knowledge from falling into the wrong hands, lest they inadvertently bring forth an ancient and alien terror.

ACT 1: A FORGOTTEN FRAGMENT

Discovery of the Book of Nar Fragment The adventurers first learn about the Book of Nar fragment from whispered rumors within the Temple of Elemental Evil. This ancient text describes long-lost rites tied to the Elder Elemental God, a force of ultimate entropy buried deep beneath the Temple, as established in T5 Beneath the Temple of Elemental Evil.

Leads to the Fragment:

- **Interrogating Bandits:** Temple brigands whisper about a “scroll of madness” hidden in Smigmal’s locked chest in Room 336 of the Temple.
- **Falrinth’s Research:** If the adventurers have found Falrinth’s journal in Area 337, they may discover mentions of a text that describes “the proper order to call forth the Primal Master.”
- **Dela (Serving wench at Waterside Hostel of Nulb):** A low-level informant who sells secrets to both Smigmal and Lucius

Smigmal’s Dilemma: The cunning assassin is unsure whether to:

- Trade the fragment to Falrinth for power and favor within the Temple.
- Use the knowledge herself to tap into forbidden power.
- Leverage the scroll as a bargaining chip with the Temple’s leadership, unaware of its true significance.

THE FRAGMENT’S TEXT (WRITTEN IN ANCIENT FLAN)

“...the least shall be first, and the greatest shall be last, should you seek the Dread Master of the Primal Elements. Water, then air, then fire, then earth, each in its proper order, once and twice anon, then shall you call to the Elder Elemental God, and he shall hear you, and you shall come unto him, and tremble, and your soul shall be blasted in His blessing.”

This passage is the key to activating the Temple of the Eye, the hidden sanctum beneath the Temple of Elemental Evil introduced in T5 Beneath the Temple of Elemental Evil.

ACT 2: A CONTEST OF AMBITION

Smigmal vs. Falrinth: A Deadly Rivalry The adventurers learn that Falrinth has been trying to acquire the fragment, sensing that it holds ancient arcane secrets. However, Smigmal refuses to part with it—yet.

Ways to Play This Rivalry:

- **Falrinth Hires the Party:** If the adventurers have proven useful to the Temple or are skilled mercenaries, Falrinth may attempt to hire them to steal the fragment from Smigmal.
- **Smigmal Requests Assistance:** If the adventurers oppose the Temple, Smigmal might reach out, offering the scroll in exchange for protection—only to betray them later.
- **An Open Confrontation:** If the adventurers threaten the Temple’s plans, Falrinth or Smigmal may use the ritual to weaken the Elder Elemental God’s prison, hoping to win its favor.

The Role of the Temple’s Leadership:

Hedrack and the elemental priests remain completely unaware of the true nature of the fragment. If the adventurers expose its secrets, it could fracture the Temple’s leadership.



ACT 3: THE TEMPLE OF THE EYE

The Ritual & The Forgotten Shrine

If the fragment is read aloud in the proper order, it unlocks the lost entrance to the Temple of the Eye, an ancient shrine beneath the Temple of Elemental Evil. This shrine, first introduced in T5 Beneath the Temple of Elemental Evil, was once used for worshiping the true Elder Elemental God.

Activating the Shrine:

- The adventurers must visit the Elemental Nodes in sequence (Water → Air → Fire → Earth, repeated twice) and perform a brief invocation at each.
- Upon completing the second cycle, a hidden passage deep beneath the Greater Temple will open.
- The great throne in the Temple Ruins (Area 10) can also lower directly to the Temple of the Eye, but only if activated by someone who knows the ritual.

What Happens if the Ritual is Completed?

- **Weakening the Prison:** The Elder Elemental God's influence seeps into the world, driving those who hear its whispers insane.
- **Manifestation of a Lesser Servant of the Eye:** A tentacled horror emerges to "reward" those who completed the ritual.
- **A Battle for the Fragment:** Smigmal or Falrinth may attempt to seize the power for themselves at the last moment.

Possible Endings:

- **Destroy the Fragment:** The adventurers could cast it into a sacred flame or otherwise erase the knowledge.
- **Use the Ritual Against the Temple:** By unleashing the Elder Elemental God's power, the adventurers could weaken or destabilize the Temple.
- **Let the Power Fall Into the Wrong Hands:** If Smigmal or Falrinth succeed in using the knowledge, the world may never be the same.

Political Fallout:

- **Temple Leadership Rift:** If the truth about the Elder Elemental God is revealed, the Temple's leadership may turn on each other.
- **Smigmal's Fate:** If she survives, she may become an even more dangerous enemy (or a reluctant ally).
- **The Adventurers' Reputation:** If they expose this knowledge, both the Temple's forces and the Elder Elemental God's cultists may seek them out.

REFERENCES & ACKNOWLEDGMENTS

This quest expands upon lore established in T5 Beneath the Temple of Elemental Evil by Joseph Bloch, which introduced the Elder Elemental God as a major entity beneath the Temple and added a 5th level to the dungeon. The fragment of the Book of Nar directly connects to the themes explored in T5, making it a crucial artifact for uncovering the lost secrets of the Elder Elemental God's worship.

SCENE: THE WATERSIDE HOSTEL, NULB – LATE EVENING

The smoky air of the Waterside Hostel is thick with the scent of spilled ale, damp wood, and the faint acrid bite of unwashed bodies. A raucous laugh echoes from a darkened corner, followed by the dull thud of a mug slamming onto a table. A few heads turn as the adventurers enter, but most patrons—pirates, cutthroats, and smugglers—are too deep in their own revelry to pay them much mind.

Behind the bar, Wat polishes a glass absentmindedly, his keen eyes darting toward the newcomers. The real host of this den of filth, however, lounges at a private table near the back—Dick Rentsch. The barkeep-turned-Temple-agent leans back in his chair, a smirk playing across his lips as he nurses a half-empty mug of something dark and strong. Dala, one of the serving girls, drapes herself across his lap, giggling as he whispers something into her ear. At the sight of the adventurers, he nudges her away and gestures.

"Well, well. Would you look at this? A crew of capable sorts wandering my doorstep, still breathing despite the dangers out there. You lot must be either damn lucky, damn talented... or damn foolish." He chuckles, motioning for the adventurers to take a seat. "Now, don't get me wrong, I don't make a habit of trustin' just anyone. But word in Nulb says you know how to handle yourselves, and more importantly—" he pauses, eyes narrowing "—you ain't exactly got your hands tied to the big lords and do-gooders sniffing around these parts."

He takes a slow drink before setting the mug down with a dull thunk.

"You might say, I know people. Powerful people. And those people, well, they're always lookin' for new talent. The kind of folk who know how to keep their mouths shut, who know how to make problems disappear." He leans forward, lowering his voice just enough to force them to listen closely.

"Romag. High Priest of the Earth Temple. He's been watchin'—and he thinks you might be worth somethin'." His fingers drum against the table. "But no one gets a free seat at that table. You wanna be in, you gotta prove yourselves first."

"See, there's a pack of gnolls makin' their way to reinforce the Fire Temple. And that's a problem—for me, for my friends, and maybe for you, if you're lookin' to make some real connections. Romag wants those mutts wiped off the map before they reach their new masters. You take care of 'em, and he'll meet with you himself. Not many get that chance, let me tell you."

He pauses, letting the weight of his words settle.

INTRODUCTION: VEIL OF SHADOWS

The adventurers, if they have carefully avoided drawing the attention of the Temple's leadership, may be approached by an intermediary—Dick Rentsch, the owner of the Waterside Hostel in Nulb. While Rentsch is outwardly a tavern keeper and trader, he secretly operates as a recruiter for Romag, High Priest of the Black Earth Temple.

DICK GRINS, WOLFISH AND KNOWING.

"The meetin' will be right here, down in the cellar, away from pryn' eyes. You do this right, and you'll walk through the front doors of the Temple like you belong. No sneakin'. No fightin' your way in. Just opportunity."

He leans back, swirling what remains in his mug before finishing it off.

"So, what'll it be?" He wipes his mouth with the back of his hand. "A simple job. A little bloodshed. A lotta reward. Or do I tell Romag you ain't worth his time?" His expression sharpens as he watches them, waiting for their answer.

However, this opportunity is only available under specific conditions:

- The adventurers must not be widely known as agents of Furyondy, Veluna, or Verbobonc, nor openly acting against the forces of the Temple.
- Their activities in Nulb and the Moathouse must have remained discreet—avoiding any overt crusade against brigands or known Temple agents.
- If they defeated Lareth the Beautiful, they must have done so in a way that left no survivors or any traceable evidence leading back to them.
- If they engaged Rannos Davl and Gremag at the Trader's Shop in Hommlet, they must have eliminated them without drawing suspicion to their alignment.
- The capture of Joseph the saboteur or Zelt the mercenary at the Inn of the Welcome Wench must not have directly implicated the adventurers in a greater anti-Temple effort.
- Their behavior must have presented them as either opportunistic adventurers, neutral mercenaries, or those who could be manipulated rather than as righteous crusaders.

If they meet these criteria, Rentsch will extend an invitation on behalf of Romag, offering them a chance to prove their value. If not, the Temple's network will recognize them as enemies, and Rentsch will either try to eliminate them or send word to the Temple to prepare an ambush.

Rentsch and Wat is involved in espionage and recruitment for different factions of the Temple of Elemental Evil. Wat is aligned with the Fire Temple, whereas Dick is a part of the Earth Temple faction.

THE WILL OF THE EARTH

The adventurers, having made a name for themselves in Nulb, are approached by an intermediary—Dick Rentsch, the owner of the Waterside Hostel. Rentsch, a secret recruiter for the Earth Temple, offers them a chance to prove themselves to Romag, High Priest of the Black Earth Temple. However, the deeper they delve, the more they uncover Romag's ambition, his rivalries, and the volatile alliances that keep the temple in balance.

Players may choose to ally with Romag or overthrow him to gain favor with rival factions.

PRIMARY OBJECTIVES

- **Prove Worthiness:** Ambush a gnoll warband en route to the Fire Temple, disrupting its reinforcement.
- **Meet Romag:** Secure a private audience with Romag and gain access to the Temple of Elemental Evil.
- **Unravel the Rivalry:** Decide whether to support Romag's bid for dominance or betray him.
- **Infiltrate the Temple:** Gain intelligence on the Earth Temple's purpose and the power struggle within.

PART 1: RENTSCH'S PROPOSITION

Location: The Waterside Hostel, Nulb

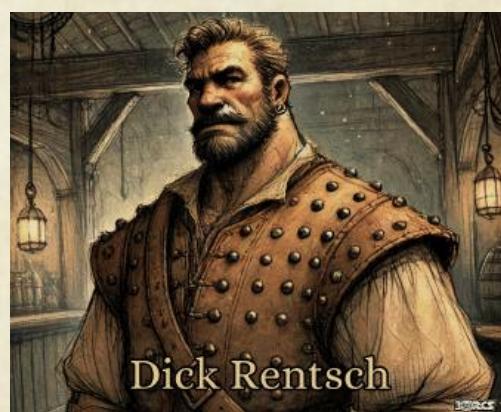
Dick Rentsch is in a good mood, sitting with Dala on his lap, drinking. When the adventurers enter, he beckons them over and offers a lucrative deal. He speaks in vague terms about opportunities with the Earth Temple, provided the party can prove themselves. The task? Intercept and destroy a band of gnoll warriors on their way to reinforce the Fire Temple.

Key NPCs:

- **Dick Rentsch:** Owner of the Waterside Hostel
- **Dala:** Serving wench, informant, and Rentsch's lover.
- **Wat:** Barkeeper, secretly aligned with the Fire Temple, rivals Rentsch

Quest Choices:

- **Accept Rentsch's Offer:** The party is sent to a hidden ambush site to attack the gnoll warband sent by King Korvash of the Jagged Fangs tribe.
- **Investigate Further:** A perceptive player might realize that Rentsch is testing them for Romag, and Wat may have counteroffers.



Dick Rentsch

PART 2: THE GNOLL AMBUSH

A Hidden Path in the Gnarley Forest

The gnoll warband consists of Gnoll raiders, hyenas, and their leader, a brutal gnoll warrior named Ursk Fangbite. These gnolls serve the Fire Temple and are meant to reinforce Tubal and Antonio, lieutenants of the Fire Priest Alrem.

- **Strategy:** The gnolls have scouted ahead and left traps—if the party fails to anticipate, they'll walk into a counter-ambush.

Challenges:

- A stealth check (DC 15) to set up a proper ambush.
- A perception check (DC 14) to detect gnoll scouts.
- A combat encounter, the players must wipe out the warband before they can alert the Fire Temple.

Outcomes:

- **Success:** The adventurers eliminate the gnolls and return to Rentsch for their audience with Romag.
- **Failure:** A few gnolls escape, warning the Fire Temple, making future infiltrations harder.

PART 3: AUDIENCE WITH ROMAG

Temple of Elemental Evil, Earth Temple Chambers

- Rentsch leads the party into the ruined temple, through a hidden passage to location Room C1 and down the stairs of 5a.
- Inside the Earth Temple chambers, Romag awaits with his bugbear bodyguards.
- Romag, a calculating and paranoid man, demands proof of the gnoll ambush.
- He offers further employment, hinting that the Earth Temple's goals extend beyond the Temple of Elemental Evil itself.

Key NPCs:

- Romag, High Priest of the Earth Temple (Wants to secure his dominance over the other temples).
- Bugbear Bodyguards (Loyal enforcers of the Earth Temple).
- Gefreid Patris (Overseer of the Hunting Cabin, responsible for transporting loot and prisoners to the Greater Temple).

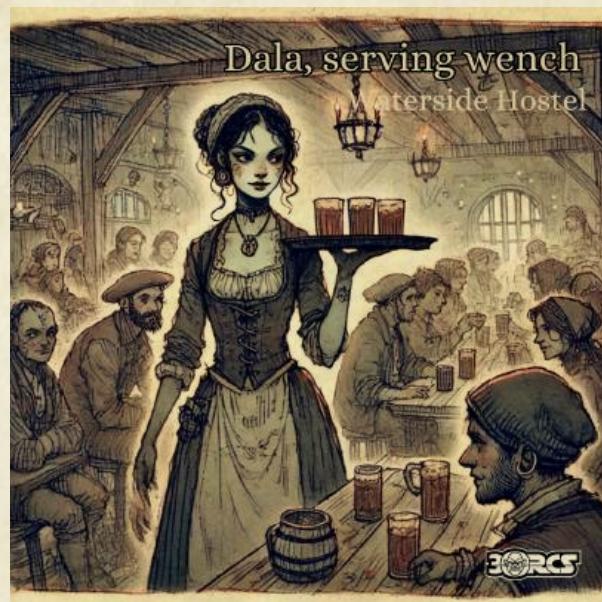
Dialogue Hooks:

- If the party asks about the Elder Elemental God, Romag scoffs and claims that the power of Earth Elements is the true power of the EEG.
- If the party asks about other factions, Romag warns them against Water Temple Priest Belsornig.
- If the party asks about Hedrack, Romag grows silent, stating, "*Hedrack serves powers beyond the elements. I am loyal to the stone beneath my feet.*"

Quest Choices:

- **Pledge Loyalty:** The adventurers accept Romag's authority and begin working for the Earth Temple.
- **Bargain for Information:** The party secures a foothold in the Temple but remains neutral.

- **Secretly Betray Him:** They take his offer but plan to aid another faction, like the Water Temple.



PART 4: THE POWER STRUGGLE

The Temple's Inner Factions

Romag's rise in power is not unchallenged. The party soon learns of a volatile power struggle within the Temple:

The Rivalries

- **Belsornig of the Water Temple:** Hates Romag and seeks to eliminate him.
- **Tubal and Antonio of the Fire Temple:** See Romag as weak and wish to crush his influence.
- **Hedrack (Supreme Commander):** Watches Romag with suspicion, as Romag refuses to fully obey.

NEW MISSION OPTIONS

- **Eliminate Belsornig:** If the party truly joins Romag, he will order them to assassinate the Water Temple leader.
- **Spy for Belsornig:** The Water Temple may secretly contact the adventurers, asking them to betray Romag.
- **Turn Against Romag:** The adventurers can use their newfound trust to destroy Romag's power and side with another faction.

AUDIENCE WITH ROMAG

Temple of Elemental Evil, Earth Temple Chambers The air grows heavy with the scent of damp stone and churned earth as you descend deeper beneath the ruined temple. The flickering torchlight casts long shadows along the cold stone walls, shifting and writhing like unseen watchers as Rentsch guides you through a narrow passage.

The descent beneath the ruined temple is like sinking into a tomb. The air grows thick with damp earth and decay, pressing down with a heavy, unseen weight. Flickering torchlight casts long, shifting shadows along the sandstone walls, illuminating crude sigils of jagged mountains, shattered cliffs, and the ever-watchful symbol of the Black Earth Temple. Each step across the dark, loose-packed soil feels as though the earth itself is shifting beneath you, as if resisting the intrusion.

"You lot best watch your tongues," he mutters under his breath, voice low and wary. "Romag don't suffer fools. He'll test you. If he don't like what he hears—" he glances back over his shoulder, his meaning clear—"you'll not be walking out the way you came."

The passage widens into a vast chamber, the Temple of Earth itself. Unlike the stone corridors above, the floor is not hewn rock but dark brown soil, as if the temple has carved its place within the womb of the earth itself. Phosphorescent lichen clings to the walls and ceiling, casting a dim, eerie glow, a sickly greenish hue that pulses like something alive. Cressets and sconces stand empty, unlit, waiting to blaze with fire during rituals of devotion.

In the center of the temple rises a massive, earthen pyramid, its packed-dirt walls worn smooth from centuries of use. Four sets of stone steps, chipped and cracked from uncounted ceremonies, lead to the summit. At its peak stands a weathered stone column, its four faces carved with deep triangles, the sacred symbol of Elemental Earth. From heavy iron bolts, a pair of tarnished bronze manacles dangle—a stark testament to the sacrifices made here.

At the base of the southern side of the column, a bronze box rests in the dirt, its surface etched with sigils of shifting earth, its lid bearing a deep handprint, as though someone—or something—had pressed into the metal with inhuman force.

Four towering bugbears stand in the shadows, their beady, yellow eyes gleaming in the dim phosphorescence. They shift slightly as you enter, tightening their grips on cruel morningstars, though they do not speak.

From the far side of the chamber, a figure steps forward. Romag, High Priest of the Black Earth Temple.

His robes are the color of the deep soil, ragged at the hem from years of kneeling in the dirt. His thin face is etched with deep lines, his eyes dark and cold, like stone that has never seen sunlight. He stands near the base of the pyramid, hands folded within his robes, his long, bony fingers twitching slightly, as if grasping at something unseen.

A long silence stretches between you, broken only by the faint rustle of shifting dirt, as if the temple itself is breathing. Then, Romag speaks, his voice a deep, resonant whisper, like a landslide waiting to break free.

ROMAG SNEERS.

"You stand before me alive, which means one of two things: Either you are more capable than you look... or you are liars who seek to deceive me."

His eyes flick to Rentsch, who gives the smallest of nods.

"You claim to have done as I commanded. That the gnolls on their way to the Fire Temple no longer draw breath. I am not a man who deals in empty words. Tell me, adventurers—where are their heads? Their weapons? Some proof that their corpses rot in the mud?"

Romag leans forward, his knuckles tightening on the stone arms of his throne.

"Do not waste my time with excuses. I have use for those with strength and cunning, but I have even more use for the example of those who think they can make a fool of me."

A bugbear shifts at his side, flexing its fingers against the handle of its cruel-looking morningstar.

If you present proof—trophies of the slain gnolls—Romag's expression shifts. A slow, satisfied nod.

"Hmph. Perhaps you are not as useless as I expected. The Fire Temple will be weaker for this. A fine first step."

He gestures lazily, and one of his attendants steps forward with a small pouch—payment, no doubt.

"The Earth Temple does not reward incompetence, but service? Service is remembered. I may have... further employment for you, should you have the stomach for it."

He pauses, studying you once more, then adds in a quieter, more conspiratorial tone.

"The petty squabbles of this Temple amuse Hedrack, but I see beyond them. There is more to the power beneath these stones than the Fire Priests or the Water Cultists grasp. My reach is not limited to the halls of this ruin, nor will it end when their time comes."

His fingers tighten, pressing against the stone of his throne.

"Serve me well, and you will see what true power is."

The offer hangs in the air. The bugbears remain still, ever-watchful. Romag awaits your answer.



AN ARGUMENT OVERHEARD

In the shadowy alleys and dim-lit taverns of Nulb, the adventurers find themselves unwittingly stumbling upon a tense confrontation between two men deeply entangled in the hidden politics of the Temple of Elemental Evil. Wat, the barman of the infamous Waterside Hostel, and Skole, the barkeep at the Boatman's Tavern, are locked in a hushed argument that hints at deeper tensions within the town's underbelly. Their discussion reveals secrets of espionage, treachery, and the struggle for influence between the different factions of the Temple.

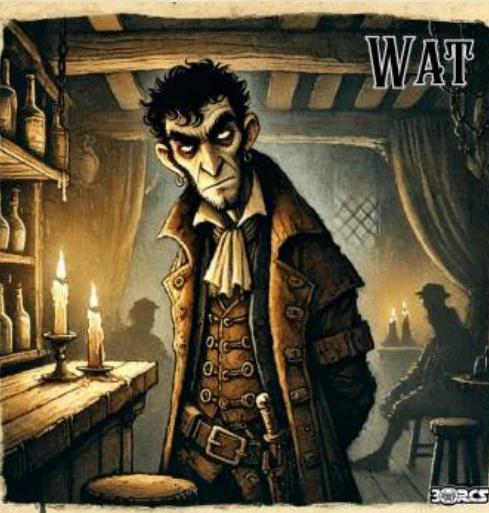
The adventurers have a chance to either gather intelligence, sow discord, or simply observe and learn of the silent war playing out behind the scenes of Nulb.

OBJECTIVES

- Spy on the Argument:** Carefully eavesdrop on the conversation between Wat and Skole to learn the nature of their dispute.
- Extract Information from Skole:** Attempt to coerce or trick Skole into revealing more details about his fears regarding Lodriss and the Water Temple.
- Leverage Wat's Allegiance:** Find a way to manipulate the ongoing rivalry between the Earth and Water factions within the Temple.
- Report Back to Lodriss (Optional):** If the adventurers choose to side with Lodriss, they can inform her of Skole's potential disloyalty.

Setting: The Boatman's Tavern

The Boatman's Tavern, known for its rough crowd and steady flow of contraband, serves as an important meeting place for the more discreet dealings in Nulb. Its owner, Lodriss, remains fiercely independent, ensuring no single faction of the Temple holds sway in her establishment.



However, her second-in-command, Skole, now finds himself in the middle of a growing power struggle. On a day when there are no pirates in port, and the adventurers have made progress in breaching the Temple but have not yet encountered Romag, they come across Wat and Skole engaged in an intense discussion.

"Every secret has its price; some cost more than others." - Wat

THE ARGUMENT

As the adventurers approach the Boatman's Tavern, they see Wat leaning over Skole's table, his fingers gripping the wooden surface with quiet menace. Skole, clearly agitated, wipes sweat from his brow and shakes his head vehemently.

DIALOGUE SNIPPET (OVERHEARD)

Wat (gritted teeth): "Skole, you're going to do what I damn well tell you. The Water Temple needs eyes here, and I need someone I can trust. You'd be wise to listen before I lose my patience."

Skole (frustrated whisper): "I told you, Wat! Lodriss will gut me if she finds out! You don't cross her unless you've got a death wish. And Garik? He'll keelhaul me before I can even pack a bag!"

Wat (snarling): "Lodriss won't know, you fool. We just need a few whispers—when the big players are in town, when shipments are coming through. No one's asking you to sell your soul. Just your ears."

Skole (angrily shaking his head): "And what happens when she finds out? She will. And then my corpse is feeding the fish in the Imeryd's Run."

At this point, if the adventurers are sneaky (a DC 14 Stealth check) they can listen in further without being detected. If they fail, Wat and Skole will notice them, and the conversation will abruptly stop. Skole will feign ignorance, while Wat will eye the party suspiciously, wary of their intentions.

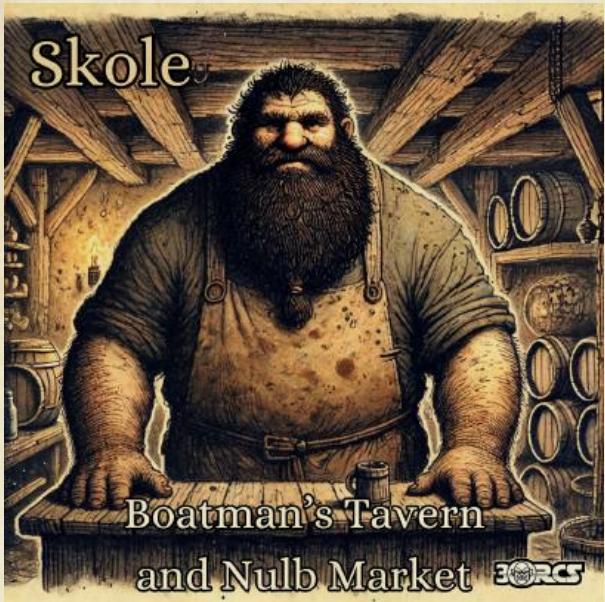
APPROACH OPTIONS

1. Gather Information (Espionage & Intrigue)

- If the adventurers manage to overhear the entire argument, they can piece together that Wat is working for the Water Temple while Skole is afraid of betraying Lodriss.
- If they confront Skole later (without Wat present), they can attempt a DC 15 Persuasion or Intimidation check to get him to reveal that he's being pressured into spying for the Water Temple.
- If they succeed, they learn that Wat is working to expand Water Temple influence in Nulb and is undermining the Earth Temple's operations.

2. Manipulating the Conflict

- If the adventurers wish to manipulate the situation, they can inform Lodriss of Skole's dilemma. If they do so, she will take measures to ensure that Skole is protected, but she will owe the adventurers a small favor in return.
- They could also convince Skole to report false information to Wat, feeding disinformation to the Water Temple about the adventurers or the state of Nulb.



3. Siding with Wat

If the adventurers wish to earn Wat's trust, they can inform him that they have overheard the conversation but are willing to ensure that Skole cooperates. This may earn them favor with the Water Temple faction in the Temple of Elemental Evil.

4. Reporting to Romag

If the party is already aligned with the Earth Temple, they may choose to report Wat's actions to Romag. Romag would be eager to eliminate a rival's spy and may reward the adventurers for eliminating or discrediting Wat.

OUTCOMES & REWARDS

Action Taken Outcome

- Eavesdrop successfully Gain intelligence on Water Temple operations in Nulb.
- Coerce Skole Learn about his fears and potential weaknesses in Lodriss' control over Nulb.
- Support Wat Gain favor with the Water Temple faction.
- Warn Lodriss Gain favor with Lodriss and potentially earn a small reward.
- Report to Romag Strengthen ties with the Earth Temple and possibly earn a mission to eliminate Wat.

DM'S NOTES

- This quest works well as an espionage-focused encounter, allowing players to engage in roleplay, information gathering, and faction manipulation rather than direct combat.
- If the adventurers choose to align with the Temple of Elemental Evil, this quest can serve as an introduction to the Temple's internal rivalries.
- If they choose to oppose the Temple, this may serve as a way to weaken its power base by pitting the Earth and Water factions against each other.

WAT'S PROPOSAL – THE FIRE TEMPLE'S HIDDEN HAND

Wat, the barkeep of the Waterside Hostel, has been quietly recruiting for the Fire Temple, serving its high priest Alrem. Unlike Dick Rentsch, who works for the Earth Temple, Wat is playing a more dangerous game, acting as a double agent in Nulb's underworld. The adventurers have the chance to earn his favor—or expose his lies—in a delicate balancing act that could shift the power dynamics of the Temple.

QUEST OBJECTIVES

Primary Objectives:

- Establish Trust with Wat:** Convince him that the adventurers are not enemies of the Temple.
- Accept Wat's Offer:** Listen to his proposal regarding recruitment for the Fire Temple.
- Sabotage the Earth Temple:** Help Wat weaken Romag's influence by intercepting Earth Temple supply shipments.

Secondary Objectives:

- Spy on Wat's Network:** Gather intelligence on the Fire Temple's recruitment process in Nulb.
- Expose Dick Rentsch:** Play the rival factions against one another, leveraging their paranoia.
- Gain Favor with Alrem:** If the adventurers decide to align with the Fire Temple, they could be granted an audience with Alrem himself.

THE ENCOUNTER AT THE WATERSIDE HOSTEL

The adventurers find Wat at his usual post—watching, listening, and waiting. The moment they seem useful, he makes his move.

WAT'S OPENING LINE (IF THE PARTY IS NEUTRAL OR UNKNOWN)

"Funny thing about the Moathouse... been hearin' some strange tales about the ruckus out there. Bandits missin', gnolls not showin' up for pay... That got anything to do with you lot?"

(Wat casually leans against the bar, eyes narrowing slightly. He's testing the adventurers to see how much they'll reveal.)

Wat's Offer (If the Party Passes His Test)

"Look, you strike me as the kind that ain't afraid to get their hands dirty. You want coin? You want connections? Then you're gonna need real friends in this town. Dick Rentsch? Pfft, he's a fool. Romag's clingin' to power like a drowning man to driftwood. Me? I work for someone who's gonna change all that."

"The Fire Temple is where the real power is. We got plans, and you could be a part of them—if you prove yourselves. There's a shipment comin' in, fresh supplies for the Earth Temple. If you were to... misplace it, well, that'd be a mighty fine way to get noticed by some important folk."

THE JOB – SABOTAGING THE EARTH TEMPLE'S SUPPLY LINE

Wat wants the adventurers to intercept a shipment of weapons and supplies headed for the Earth Temple. The caravan is set to arrive under cover of darkness via a hidden smuggler's route along the High Road from Trevil's Fens Cottage to the Hunting Cabin.

Tactical Choices:

- **Ambush the Caravan:** Lay a trap along the road and take the supplies by force.
- **Bribe the Guards:** Use gold and persuasion to convince the Earth Temple's hired mercenaries to look the other way.
- **Steal the Goods:** Sneak into the warehouse where the supplies are being temporarily stored.

Key Challenges:

- The guards are expecting trouble will be on high alert.
- If the shipment disappears without a trace, Romag will suspect treachery and retaliate in Nulb.
- If the adventurers botch the mission, Wat will be furious and may cut ties.

THE AFTERMATH

Success: Wat Rewards the Party

If the adventurers succeed in disrupting the Earth Temple's supply line, Wat is impressed.

"Well now, I knew you were the right kind of folk. Let's just say this ain't the last time you'll hear from us. Alrrem's got his eye on Nulb, and if you play your cards right, you might just find yourselves in his good graces."

- Reward: Gold, stolen supplies, and a potential audience with Alrrem.
- Future Quests Unlocked: More tasks for the Fire Temple.

Failure: Wat's Wrath

If the adventurers fail to deliver or get caught by Romag's forces, Wat turns hostile.

"I don't do charity work, friend. You were supposed to be useful. Now I got problems 'cause of you. Here's a word of advice—don't show your face 'round here again."

- Wat cuts off all dealings with the adventurers.
- Romag becomes suspicious and may send assassins after them.
- The adventurers lose an opportunity to infiltrate the Fire Temple.

Expanding the Conflict: Playing the Factions Against Each Other

The rivalry between Wat (Fire Temple) and Dick Rentsch (Earth Temple) is ripe for manipulation. Clever adventurers could:

- Double-cross Wat and warn Romag, earning the Earth Temple's favor.
- Frame Dick Rentsch for the theft, turning Romag against his own ally.
- Play both sides, helping Wat while secretly working for Romag.

This quest sets the stage for a larger conflict within the Temple of Elemental Evil, allowing the adventurers to manipulate factions, gain influence, or burn everything down from within.

GATTAS VOID-TEMPLE OPERATIONS

Gattas is a linchpin in the Temple's network, ensuring the supply chain from the Moathouse to the Greater Temple remains uninterrupted.

- **Coordination with Gefreid Patris:** Works closely with Gefreid to manage the flow of supplies, prisoners, and loot. Gattas's raiding parties deliver resources directly to the Hunting Cabin, where they are inspected and redirected to the Greater Temple.
- **Discretion:** Gattas is aware of the need for secrecy and ensures that raids are conducted far from the Moathouse.

POLITICAL INTRIGUE

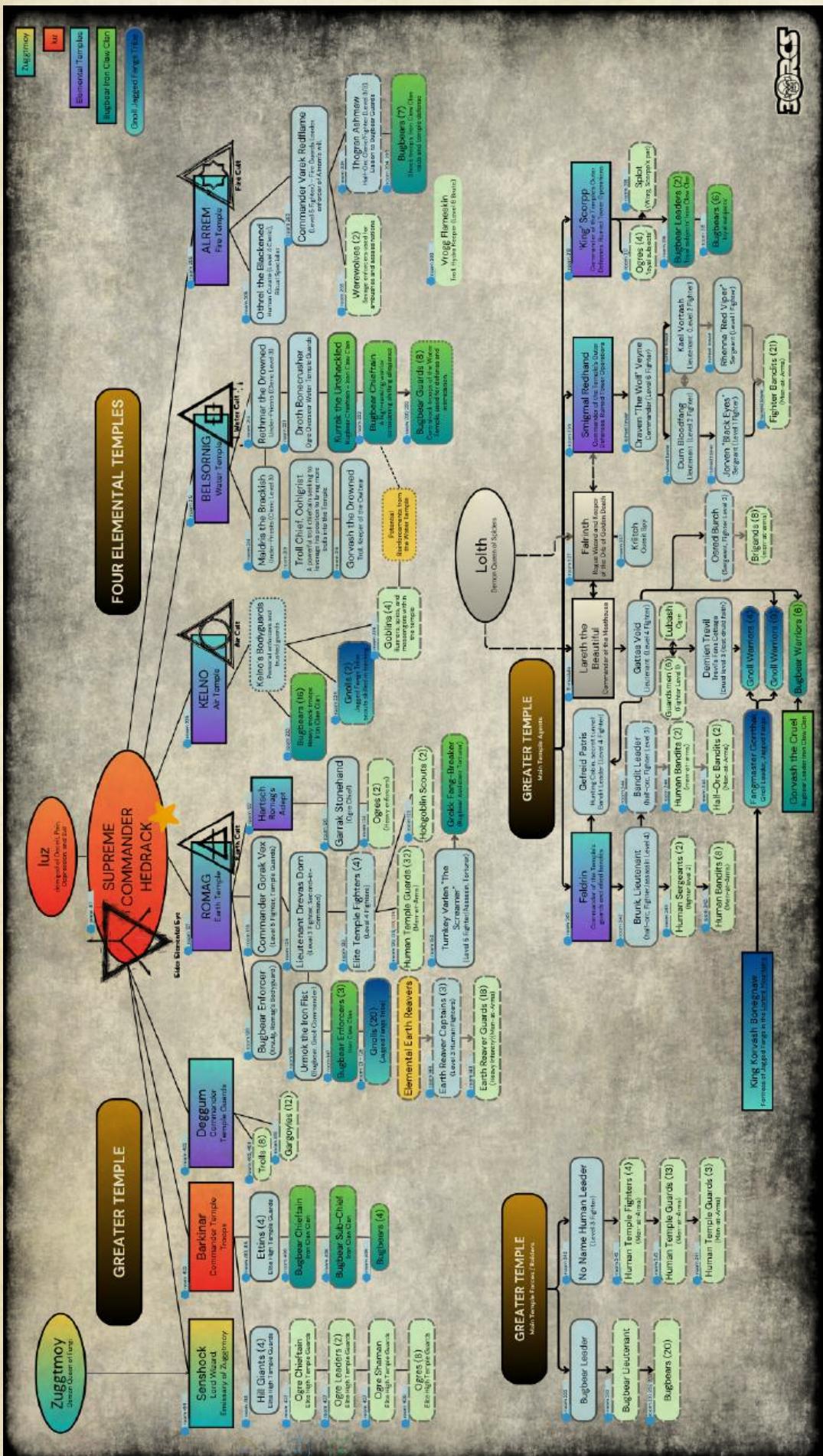
Though loyal to Lareth, Gattas is unaware of the latter's covert allegiance to Lolth and partnership with Falrinth.

- **Potential Manipulation:** If the adventurers learn of Gattas's ambitions, they could exploit his desire for advancement to create discord between him and Lareth.
- **Rivalries:** Gattas harbors resentment toward Lareth's preferential treatment of certain others, including Falrinth and Gorvash the Cruel.

ADVENTURE HOOKS

Gattas provides numerous opportunities for adventurers to disrupt the Temple's plans.

- **Intercepting Raids:** The party encounters a raiding party under Gattas's command, discovering clues about the Moathouse's operations.
- **Infiltration:** Adventurers could infiltrate the Moathouse by posing as recruits or traders, gaining access to Gattas's plans.
- **Creating Division:** By sowing discord between Gattas and other lieutenants, the party can weaken the Moathouse's defenses.



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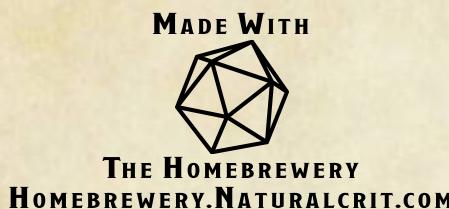
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THE 3ORCS LEADERS AND QUESTS OF THE TEMPLE OF ELEMENTAL EVIL SUPPLEMENT MODULE

The 3orcs DM Supplement Module: Leaders and Quests of the Temple of Elemental Evil is the definitive expansion for Dungeon Masters looking to elevate their Temple of Elemental Evil campaign from a dungeon crawl into a truly immersive and epic Greyhawk adventure. This supplement expands the world around the Temple, the village of Nulb, Hommlet, and the surrounding lands, transforming the classic T1-4 Temple of Elemental Evil module into a fully realized campaign setting teeming with dynamic NPCs, factional intrigue, and deep storytelling.

Rather than treating the Temple as a page-by-page dungeon slog, this supplement enriches the world with political conflicts, supply chains, recruitment networks, and quests that intertwine the various factions of Iuz, Zuggtmoy, Lolth, and the Four Elemental Temples. It provides a detailed breakdown of the Temple's leaders, their personalities, motivations, and the logistical machine behind the Temple's rise in 579 CY. With this supplement, DMs can breathe life into their campaign, allowing players to navigate shifting alliances, rivalries, and power struggles instead of simply hacking their way through rooms of cultists and monsters.

Spanning over 61 pages, this comprehensive guide includes new adventure hooks, missions, detailed character descriptions, and original artwork for each major leader of the Temple, giving DMs everything they need to create an unforgettable Temple of Elemental Evil campaign.

System-Neutral Design with 5th Edition Stat Blocks The supplement is written with Wizards of the Coast 5th edition Dungeons & Dragons stat blocks, but the lore, descriptions, and dialogue are designed to be system-neutral, ensuring its usefulness across multiple editions or role-playing systems.

WHAT THIS SUPPLEMENT OFFERS

Expanded NPCs: The Leaders of the Temple

- Each leader is given a full breakdown of their personality, history, political ambitions, and weaknesses, allowing Dungeon Masters to run them as living, breathing NPCs rather than simple stat blocks.

Temple Logistics: The Machine Behind the Cult

- This module provides a deep dive into how the Temple operates

New Quests and Adventure Hooks

- Introduces over 18 new quests that integrate seamlessly with the Temple of Elemental Evil module, turning Nulb, Hommlet, and the Temple itself into a dynamic and reactive world.

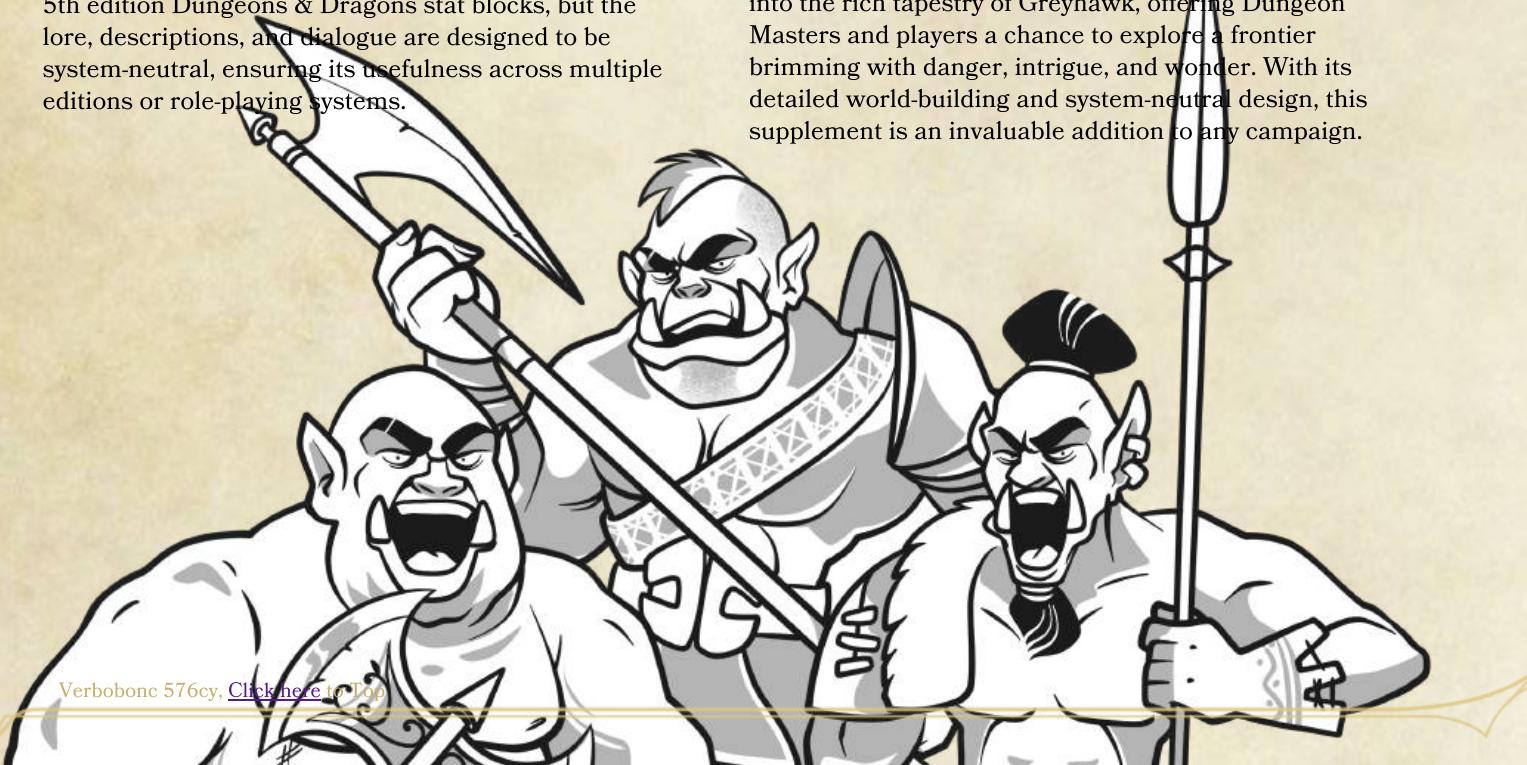
This supplement fully details the key figures behind the second rise of the Temple of Elemental Evil in 579 CY

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ENHANCE YOUR GREYHAWK CAMPAIGN

The 3orcs DM Supplement for the T1-4: Temple of Elemental Evil weaves new and compelling adventures into the rich tapestry of Greyhawk, offering Dungeon Masters and players a chance to explore a frontier brimming with danger, intrigue, and wonder. With its detailed world-building and system-neutral design, this supplement is an invaluable addition to any campaign.



3ORCS DM QUESTS

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Designed to complement classic Greyhawk adventures such as the T1-4: Temple of Elemental Evil or stand alone as a unique hub for new campaigns, this supplement adds unparalleled depth to the region, presenting adventurers with an array of quests, challenges, and opportunities to make their mark on the world. Whether defending the town from raiding Blackthorn Orcs, exploring ancient ruins, or navigating the tense politics of Verbobonc and Gnarley Forest, Ostverk brings the Viscounty to life like never before.

Side Quests for Adventure and Growth



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